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PLUS 2 DEMOS!

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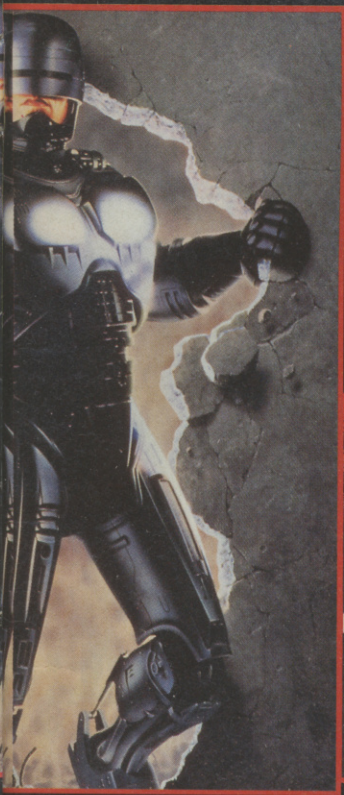

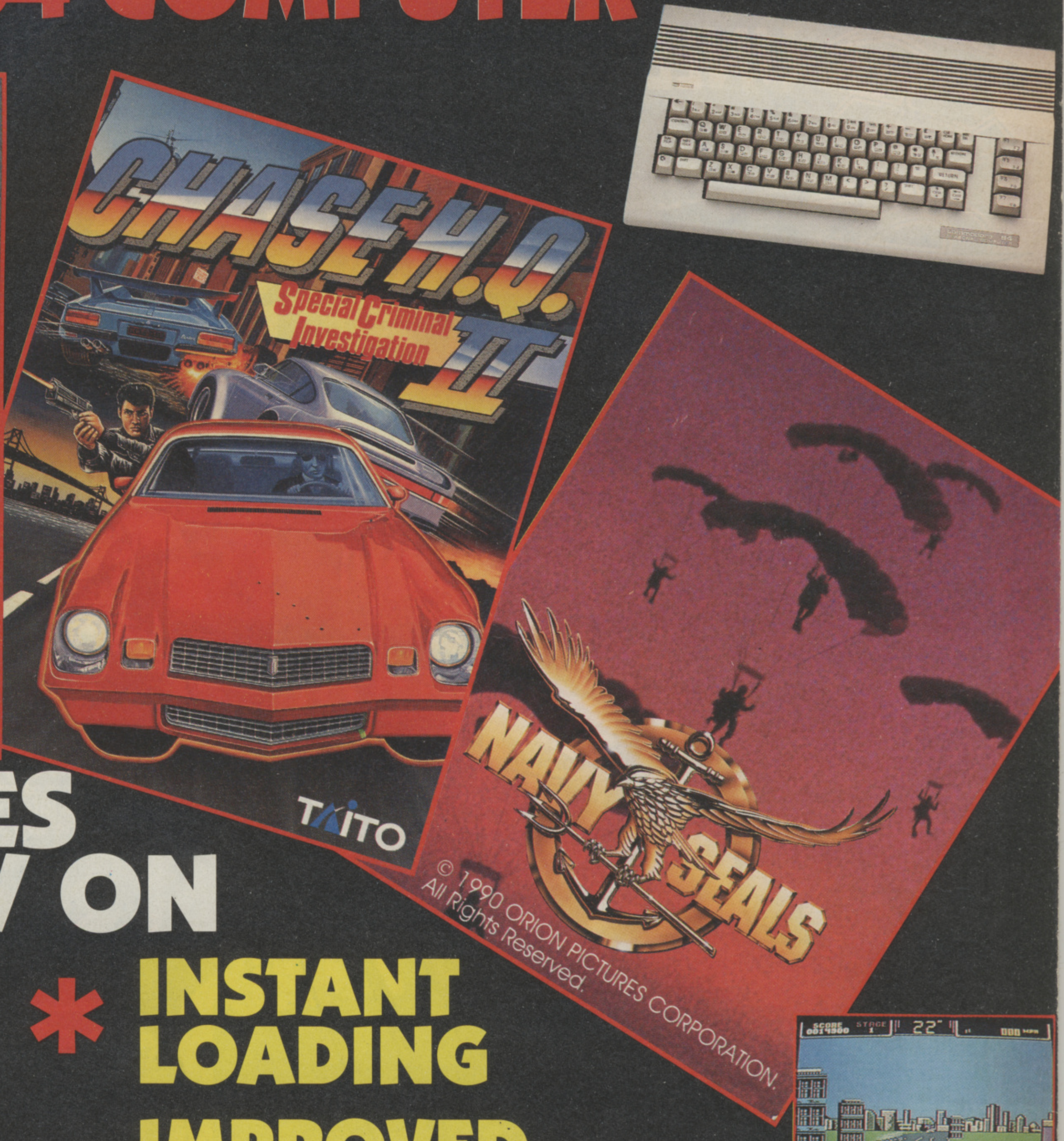
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JUNE 1991

9

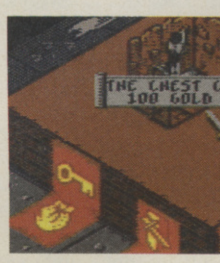
Summer Fantasy Special: five red hot roleplaying releases fight for our highest accolade as they get...

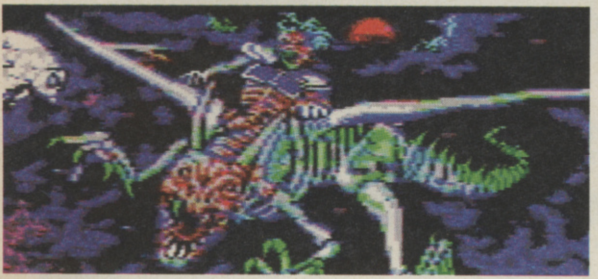
POWERTESTED!

16 HEROQUEST

GREMLIN

Five years after *Swords & Sorcery,* the Sheffield crew code the 64 version of the smash hit boardgame and it turns out to be a Corker! Check out the compo too!





DEATH KNIGHTS OF KRYNN

US GOLD

Dragonlance beckons once more. The SSI team have come up with another epic game based on *AD&D*. Dragons, as we all know,

Fantasy Special

WRATH OF THE DEMON

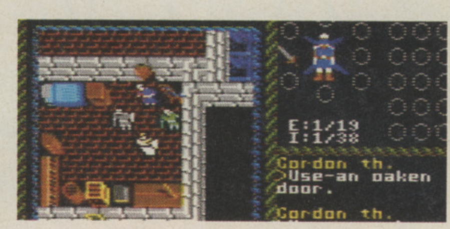
EMPIRE

Cut yourself a loin cloth and step down for some swash-buckling. The adventure is massive all right but does it pull its weight?

20 GAUNTLET III

US GOLD

The all time favourite dungeon bash is back with new creatures, characters and worlds to explore. But is the new angle a breakthrough or a bore? We mash a few monsters and find out



E:1/19
I:1/38
Gordon th.
Use-an oaken
door.
Gordon th.

ULTIMA VI

MINDSCAPE

72 The latest instalment in the longest running series of computer roleplaying games finally comes to the 64. But has it been out-evolved by others after all this time?

NORTH & SOUTH

INFOGRAMES

44 Rebs and Yanks come into head-to-head confrontation on your computer in this comic-strip inspired strategy game. But it isn't quite what it seems...

Commodore
2 COMPLETE GAMES!
BULLDOG
ZAMZARA
POWER PACK
PLUS
HEROQUEST
FIREPOWER

POWER 9 PACK

ZAMZARA

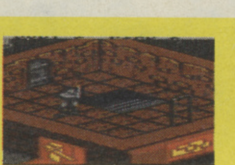
Hewson

A hassled alien escapes from his captors in this gorgeous full game

HEROQUEST

Gremlin

Surely we can't have got a whole level of this corking new game? Some mistake? No. Light your torches and get on down in the dungeon!



BULLDOG

Gremlin

An oldie but goodie. This full game puts parallax into historical perspective. and there are levels and levels of it just waiting for your undivided attention.

FIRE POWER

Microillusions

Get your head around this forthcoming *Choplifter*-like two-player raid'n'rescue game. Exclusively yours on the one and only *CF* PowerPack!

GAMES

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Copies of the best-selling boardgame and the stunning new computer version are up for grabs... if you win.

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Have you got a wall tough enough for our Fantasy Special cover art by Paul Kidby? Turn to it and find out.

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CF scouts around to see what public domain software is, and what it's like.

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Congratulations and all that to..

POWER 9 PACK

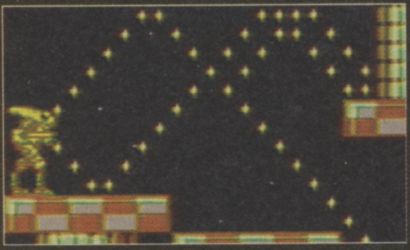
ON THE TAPE

SIDE 1

ZAMZARA

FULL GAME

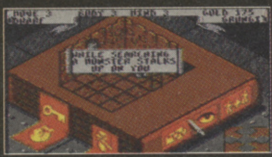
Coded by Finn Jukka Tapanamaki, this Hewson title is one of the smartest 64 shooters you're ever likely to see. Stunning animation, great power-ups and a rather sexy line in background graphics. Are we too good to you or what?



HEROQUEST

DEMO

A mighty cheer all round for Gremlin who have provided us with an absolutely bostin' demo of *HeroQuest*, where you and three chums can play the very first level of this corking conversion. Yoiks!



SIDE 2

BULLDOG

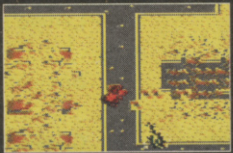
FULL GAME

Combat the vile Polon Empire in this scrolly blast 'em up. Fly low over enemy installations – and bomb the suckers! Collect all the power-ups released and generally have a whale of a time.

FIREPOWER

DEMO

While everyone else is merely looking forward to this simultaneous two-player tank trundling answer to *Choplifter*, loyal *CF* readers can actually have a taste of the action with our spiffy demo!



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ZAMZARA

HEWSON

Joystick in port 2

FULL GAME

Zamzara is a genetically engineered mutoid, held against his will in a laboratory complex. As you can imagine, this isn't the most fun he's ever had. So he decides to escape.

Having broken out of his enclosure, Zammy sneaks into the armoury, nicks some heavy-duty firepower, sets a Deton-8 'Kiss Your Ass Goodbye' time bomb and heads for the departure lounge at sensibly high speed.

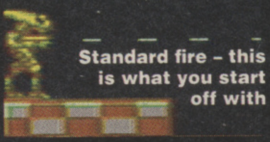
You have to make sure Zamzara reaches the escape vessel in one piece.

You control the mutie using the joystick to move left and right, and to jump. If you tap the joystick upwards, repeatedly, you can make Zammy hover.

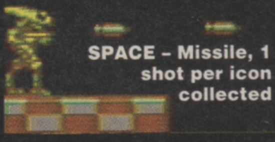
Hit the fire button to release a barrage of fire from whatever weapon Zamzara currently has selected. Choose your current weapon by hitting the F keys or the space bar (see box) and replenish low stocks by picking up icons.

Keyboard killer

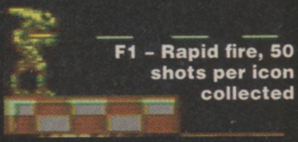
Zamzara has a number of impressive weapons at his disposal, accessed via the function keys or the space bar. Take it away, Zam-baby...



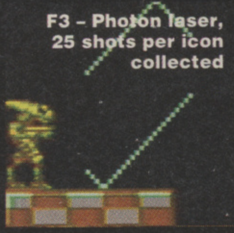
Standard fire – this is what you start off with



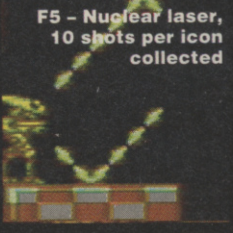
SPACE – Missile, 1 shot per icon collected



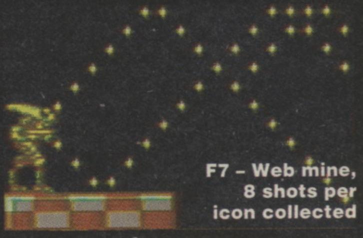
F1 – Rapid fire, 50 shots per icon collected



F3 – Photon laser, 25 shots per icon collected

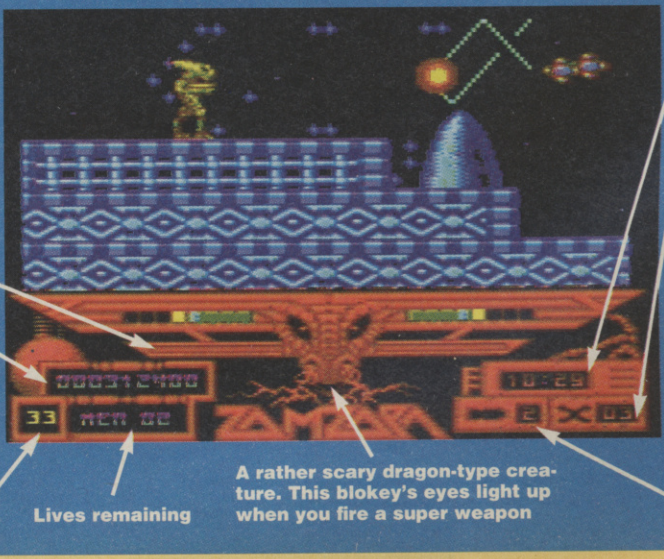


F5 – Nuclear laser, 10 shots per icon collected



F7 – Web mine, 8 shots per icon collected

Zamzara – look at the stat(us) of that!



Super weapon charge bars. Hold the fire button down and these start to fill with white: when they're full, release fire for instant alien doom!

Score

Weapon selection. The icon shown here signifies which super weapon is currently in use

Lives remaining

A rather scary dragon-type creature. This blokey's eyes light up when you fire a super weapon

Countdown timer: 15 minutes and counting...

Number of gene bottles you've collected so far

Missile selection. If you tap the space bar, the little missile shape glows to signify that the next time you press fire you release a missile. The number shows how many missiles you have left

Getting to grips with Zamzara

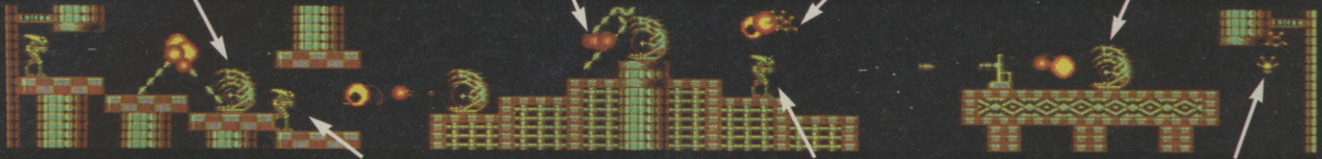
Level 1

1 – To get going, simply let off a quick burst of your Nuclear Laser (F5) to demolish the first meanie

3 – The third nasty is best defeated with a burst of Nuclear Laser

4 – More fire button hammering should see off the first swarm of floating fiends

6 – Quickly jump up onto the ledge and see off this last beast with normal fire



2 – This second baddie is easy. Stand here and fire like mad

5 – Then, to avoid any damage, stand here and release a missile to destroy the standpipe affair

7 – Shoot the remaining baddies, hover up to the exit and we're off to the level 2!

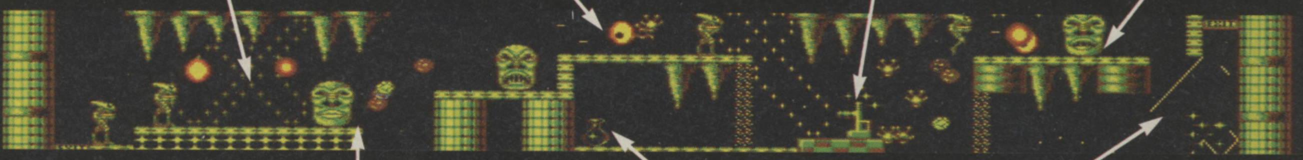
Level 2

1 – Unleash a Web Mine with F7 to destroy all the monster's missiles, then fire normally to kill off the beast

3 – It only takes a bit of jumping and firing to demolish the next swarm of floaters

4 – The ball-releasing standpipe can be a killer is you let it. Hit it with some Nuke Laser

6 – You can kill that last head if you really, really want to...



2 – Stand on the edge of the lower platform and fire like mad to destroy the second head

5 – Nip down and swipe that gene bottle, then hammer away on the fire button to slaughter those hoverers

7 – ... Alternatively, launch some Photon Laser (F3) to destroy the final aliens and then jump up to the exit!

Launch normal fire, rapid fire and missiles by tapping fire. To use the three types of lasers, hold down the fire button until the charge bars (on the control panel) are full. Release the button and the lasers are launched, *R-Type* fashion.

SCORING

The size of the monster destroyed determines how many points you receive for killing it. (Mind you, you have to kill everything to get on, so I wouldn't worry about the score too much.) Oh, and collecting a gene bottle gives you 100,000 points and for every ten bottles you gain an extra life.

CONTROLS

Joystick
UP – Jump; repeatedly tap up to hover
DOWN – Er… nothing. Sorry, 'down' fans
LEFT – Moves left
RIGHT – Take a guess…
Keyboard
P – Pause
← **[back arrow]** – Abort game

BULLDOG

GREMLIN

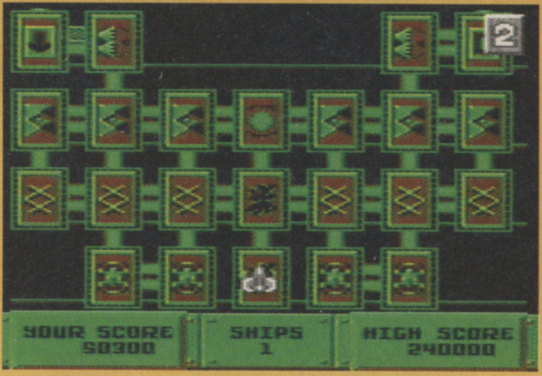
Port two'll do for you

FULL GAME

Once again it's you versus everyone else in a one-man scrolly mission to the death. This time it's the dreaded Polons who are kicking up a storm – time you went in and sorted the blighters out.

Having been auto-piloted to the perimeter of the Polon's defences, you now take direct control of your spacecraft and must cruise low over their massed installations and gun batteries with all lasers a-blazing.

Among the enemy installations lie equipment stores labelled with letters and icons. Fly over these and your craft powers-up (or down) depending on the symbol. Continue as far as possible.



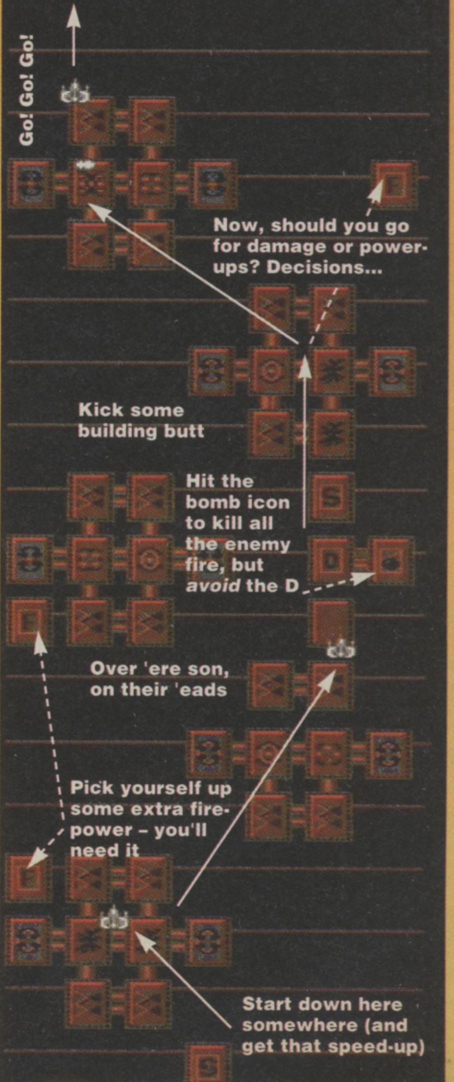
To whet your appetite, here's a slice from a later level where things start getting *really* busy!

You have to face and destroy a mothership. Kill this mother and you get to scroll your merry way down poo creek on the next, harder level. And that's all there is to it!

POWER-UPS
S – Speed up
Ƨ – Slow down
B – Bonus firepower (autofire)
F – Increases firepower
D – Drains all your extra goodies
● – Clears the screen of enemy missiles (just like it should)
↔ – Restricts your movement to left and right only!
↓ – Hit this and you can scroll back down the screen for a while to collect any bonuses that you missed!

Reel to reel excellence in COMMODORE FORMAT 9, June 1991

Bulldog
(scroll on)



Now, should you go for damage or power-ups? Decisions...

Kick some building butt

Hit the bomb icon to kill all the enemy fire, but *avoid* the D

Over 'ere son, on their 'eads

Pick yourself up some extra fire-power – you'll need it

Start down here somewhere (and get that speed-up)

3D CONSTRUCTION KIT™

BUILD YOUR OWN VIRTUAL REALITY

It's a simple, effective way to design a detailed environment (house, garden, village, ship, car etc. etc.) and then look around it to make sure you like the look of it from every angle.

There are environments through environments. For instance, the house has rooms, the rooms have furniture, a chest of drawers has compartments, the compartments have secret boxes, the boxes have .... etc. etc.

It's up to you. The limit is your imagination. Use it for school – or to show Mum how to re-arrange the living room. Dad might be interested in how the garden would look if it were laid out differently – with a new pool? And how would the neighbours see it from their angle? It's easy! Just spin it round!

This is probably one of the most expensive pieces of software you'll buy this year – but *at last* you can make your computer really show it's potential.

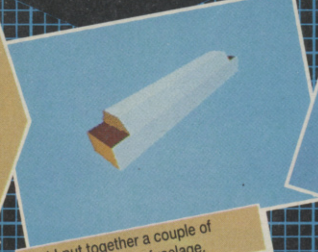
> "There's no doubt about it, this could be the most impressive game creation utility ever released.
> Not only does it allow you to create run-time modules complete with animation, shoot-em-up compatibility, puzzle solving, and maze exploration – but it enables you to do it in solid 3D, using a system that's even better than Freescape!"
>
> ACE – FEB91

> "3D Construction Kit gives newcomers and non-programmers the power to create solid 3D objects that can be stretched, rotated, suspended, stacked and even given animation effects. Yet the whole system is so user-friendly that it makes most simple art packages look cumbersome."
>
> ST FORMAT – FEB 91

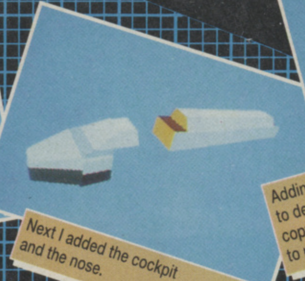
> "Build your own virtual reality, but don't be misled. This is **not** a boffins only product. I've produced a special video included in the pack which shows you how to do it – and helps get you off to a flying start. After that it's simple and in no time you'll be impressing everyone with 'magical' designs on your computer!"
>
> IAN ANDREW, INCENTIVE

PIERRE TAYLOR (28) – PORTSMOUTH.

I own a car company, but my real love has always been the idea of space travel. I've often played around with art packages but what I really wanted to do was to design a spacecraft once, then bring it to life and walk around it. This incredible package allows someone like me, who knows very little about computers, to do it easily!

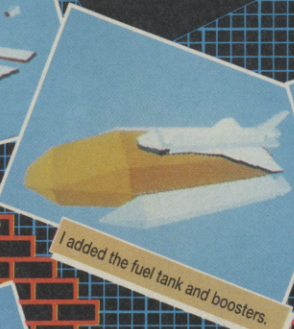


First I put together a couple of blocks to make the fuselage.

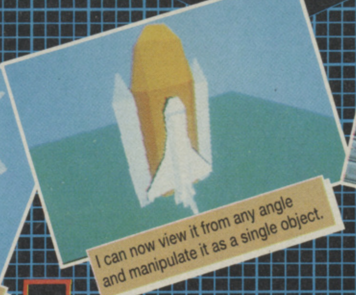


Next I added the cockpit and the nose.

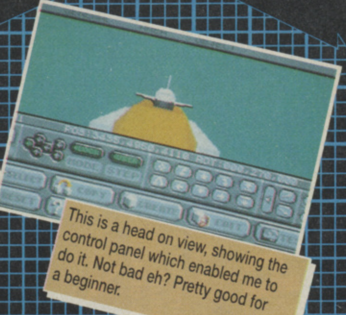
Adding detail was easy. I only needed to design one wing, then used the copy, flip and rotate feature to produce the other one.



I added the fuel tank and boosters.



I can now view it from any angle and manipulate it as a single object.



This is a head on view, showing the control panel which enabled me to do it. Not bad eh? Pretty good for a beginner.

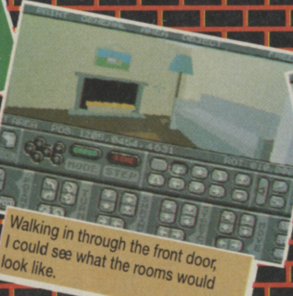
PAUL BUCHANAN (22) – EALING – TRANSPORT ECONOMIST.

I've always wanted to design my own house, but I could never really visualise what it would look like once it was built. What would it look like from above? Or from the side? Or what if I wanted to walk through the front door and arrange the furniture? With this marvellous software package, I can do all the things and make my dream house come true.

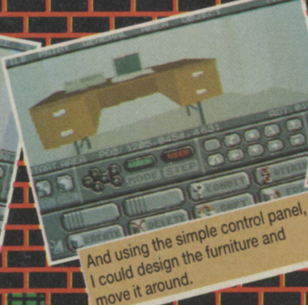
To start with I put up three simple walls.

Then I made a roof and lowered it down.

I added windows, a picket fence and the first tree in my garden. But the interesting bit was yet to come...



Walking in through the front door, I could see what the rooms would look like.

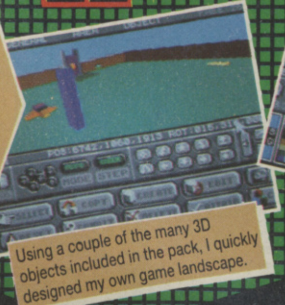


And using the simple control panel, I could design the furniture and move it around.

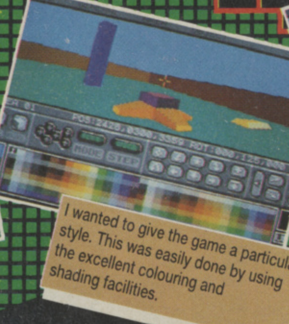
Home, sweet home!

CHRIS HALL (15) – STUDENT – YORKSHIRE.

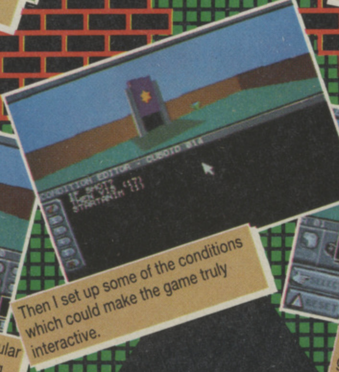
I loved Castle Master and wanted to make a similar game myself. I had plenty of ideas but no way of bringing them to life. After all I'm not a programmer.



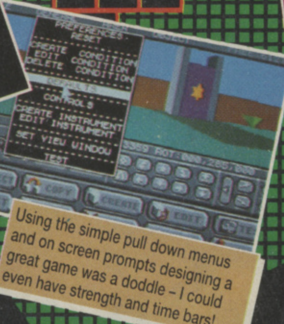
Using a couple of the many 3D objects included in the pack, I quickly designed my own game landscape.



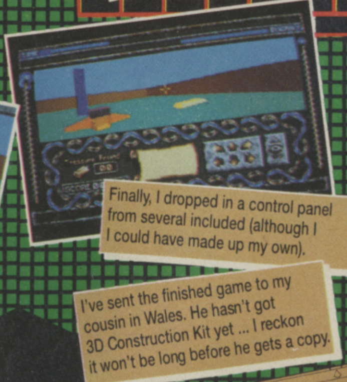
I wanted to give the game a particular style. This was easily done by using the excellent colouring and shading facilities.



Then I set up some of the conditions which could make the game truly interactive.

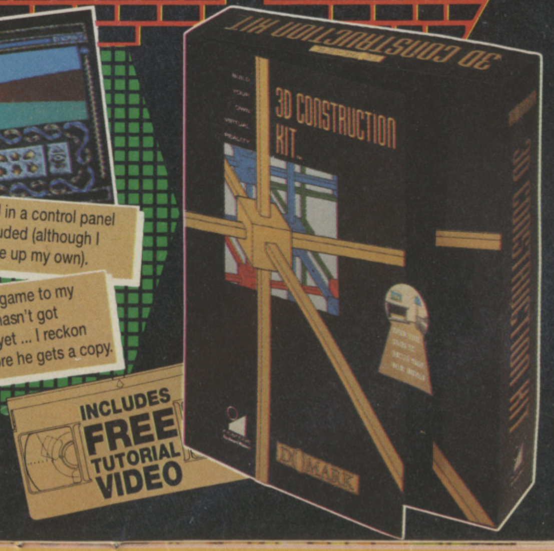


Using the simple pull down menus and on screen prompts designing a great game was a doddle – I could even have strength and time bars!



Finally, I dropped in a control panel from several included (although I could have made up my own).

I've sent the finished game to my cousin in Wales. He hasn't got 3D Construction Kit yet ... I reckon it won't be long before he gets a copy.



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Amiga Screenshots   Designed and Programmed by Incentive Software

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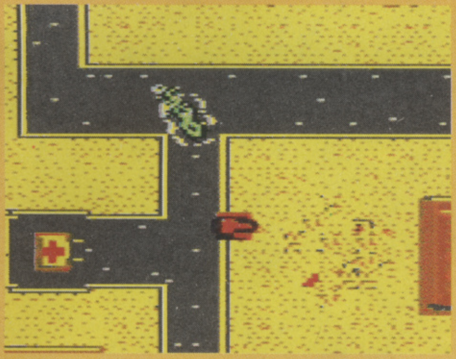
FIREPOWER

MICROILLUSION

Slot your turret turner in port 2

DEMO

This new game from Microillusions features simultaneous two-player tank-busting action as both players scroll around attempting to find the opposition's flag and return it to their own base.



The teensy red blob is one of your men. Drop him off at the red cross station

In this mini-version, the two-player mode is missing and you only get a limited amount of fuel, but you still have enough time and tanks to go and blow the red hot shrapnel out of some enemy installations and to run over some enemy troops as well. Har de har har, if that isn't just the biz!

You start from your garage (the green building in the middle of the screen) so pull down on the stick and your armoured vehicle will reveal itself.

CONTROLS

Experiment with the controls a bit 'cos they're well fiddly. Push in the direction you want to go and the tank turns to face that way – unless you push in exactly the opposite direction. Then it reverses. Try it out, it's really not that bad.

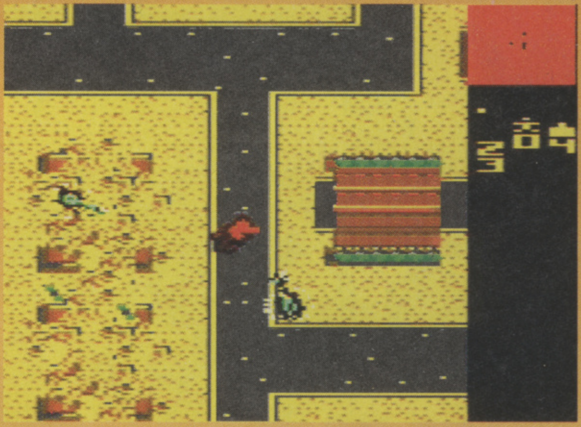
To fire, just hold the fire button down. Any solid objects that get in the way take a good pounding and eventually blow up leaving lots of lovely debris!

KEYS

F5 – Abort
F1 – Self-destruct

TAKE AIM

The idea is to go and destroy as much enemy hardware and rescue as many of your chums as possible. Friendly gun emplacements and buildings are brown. The enemy is green. Blast enemy buildings and you release allied troops. Pick 'em up (stop while the little fellows climb onboard) and score yourself some points. Alternatively, you may see some little greenies come scurrying out. Why not run over them and see what happens? (Snigger!)



Watch out for the tank-busting helicopters. Make sure you're a helicopter-busting tank commander

Once you've filled up with troops, return to the Red Cross building near the garage and approach from right to left. Bump into the building and your men are automatically transported to the safety of the hospital facility for a warm good-deed glow inside (not to mention a huge wad of points).

When your time/tanks/fuel runs out you can start the game afresh or pick a new tank from the three on offer (for more info see the *Firepower* PowerTest on page 59).

The weeny status display on the right tells you (from left to right) points scored, number of men carried, number of tanks remaining. The large red square above is your radar, on which any advancing enemies show up.

HEROQUEST

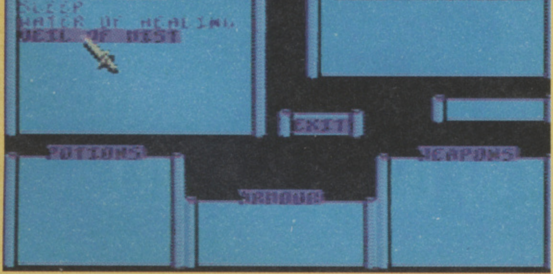
GREMLIN

Slaying stick in the the second slot

DEMO

When you first load up this – it has to be said – STONKING demo, you'll find a small menu asking you to Play Game, Buy Equipment or Select Players. Since you don't have any gold to start with and you can't load in saved characters (where would you get them from?) don't even bother clicking on Buy Equipment. 'Cos you can't. To change the names of the four characters, go to Select Players, click on your choice of panel and then push up and down to cycle through the letters. Click on Exit to move back to the menu and click on Play Game!

All four characters are involved, so if you're playing on your own, you're going to be busy! But for the full effect, we advise you to invite around a few mates.



Picking up spells for the Elf or Wizard is as easy as ABC. The Elf's choice is more limited than Wiz's

Both the Wizard and the Elf have to lug a big bag of spells round with them, so the next thing you do is enter another menu where you get to choose your magical armoury. Spells are carried in bundles of three, so you have to select which particular group of spells you require. (Don't ask us what they all do, find out yourself).

The *HeroQuest* 'board' then appears. To get the ball rolling, just press fire to stop the random-o-dice counter thingy in the top left of the screen. This tells you how many squares you can move.

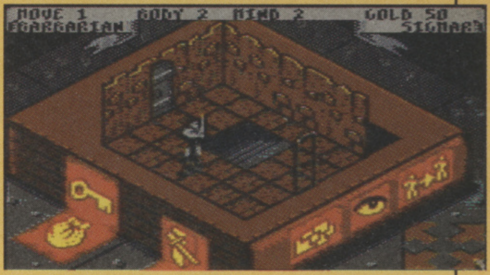
THE ICONS

From right to left: All your character's moves are implemented via the joystick using icons and a pointer. To get your minion a-moving, you can either click on an adjacent board square (this is fiddly at best), or use the arrow keys lower right corner (much better).

Once you've finished your move, click on the Man-Arrow-Man icon to swap control over to the next character.

The next Eye-con allows you to conduct a quick search. You can choose to look for Hidden Doors *and* Traps *or* Treasure. Take your pick.

If you're getting a bit lost take a gander at the Level Map. This shows the rooms, corridors and doorways that your adventurers have visited. To exit from the Level Map, click on Cancel (and if the Cancel symbol has gone – it's a bit buggy – just click anywhere in the lower right of the screen).



Use direction arrows (bottom right) to move

The Shield & Sword symbol allows you to instigate some hand-to-hand combat. To fight effectively you usually have to be on a square adjacent to the enemy. When the map appears, point to your intended victim (make sure it's the right one) and click.

The computer automatically sorts out the blows and parries, so to speak, and lets you know the outcome of the battle.

Ignore doorways at your peril. Or let your curiosity get the better of you and open it using the Key icon.

And finally, the Goodie Bag is used to access any spells or tools that you might have secreted about your person(s).

Right, that's yer lot, you hard-done-to fantasy fiends. We don't have huge amounts of room to tell you every little bit about the game (but or review is on pages 16-17). First one out of the dungeon cops for 100 gold pieces, so load it up, have a good wander round and enjoy yourself!

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THE DEFINITIVE GUIDE TO THE BEST-SELLING C64 GAMES

THE CHARTS

FULL PRICE GAMES

👍 GOING UP 👎 GOING DOWN ✋ STAYING STILL

1	**TEENAGE TURTLES**	Mirrorsoft	The green machine trundles on, staying at number one. The game looks bad, but plays well: we gave it 70%	✋
2	**DIZZY COLLECTION**	Code Masters	Fans of the Codie's *Dizzy* games can't really go wrong here. The only fly in the ointment is the dire *Fast Food*	✋
3	**LAST NINJA 3**	System 3	S3's superb Ninja game (which gained a Corking 97%!) comes straight in at No. 3. Top slot next month, eh?	NE
4	**VIZ**	Virgin	Oh dear. You won't be told will you? We gave *Viz* 58% – you gave it No. 4. Hands up tape owners who are sorry	NE
5	**CREATURES**	Thalamus	Tut! Even with a Corking 91%, Clyde and buddies still couldn't hit the top slot. Superb, but static at No. 5	✋
6	**TURRICAN 2**	Rainbow Arts	Blimey! 96%er *Turrican 2* has given up slithered down to the sixth slot. Is he on his way out already?	👎
7	**BIG BOX**	Beau Jolly	30 games for a tenner – you can't go far wrong, especially with *Spindizzy*, *Hacker* and *Ghostbusters* in there	👍
8	**LOTUS TURBO CHALL'**	Gremlin	Possibly the best two-player race game to date. We Corkered! it with 90% and it deserves to do well	NE
9	**GOLDEN AXE**	Virgin	Virgin's good but slightly bugged coin-op convo copped for 88%. It did well but is now on the slide to oblivion	👎
10	**ROBOCOP 2**	Ocean	Ocean's stonking cart (we gave it 90%) climbs ten places from last month – and deservedly so. It's brill!	👍
11	**SUPER MONACO GP**	US Gold	We weren't too sure about this one and gave it an OK-ish 78%. Still, it looks like you lot like it!	👍
12	**S.C.I.**	Ocean	After months of hovering down in doldrums *SCI* finally hits the top 20. With 74%, we weren't *that* impressed	NE
13	**SWIV**	Storm	Storm's superb shooter earned itself 88% and a place in then charts. Recommended for blasting addicts only	NE
14	**F16 COMBAT PILOT**	Digital Int'n	Yep. It's still here and selling in bucketloads. Is there *anyone* who doesn't own a copy of this flight sim?	👎
15	**GAZZA 2**	Empire	The rather crummy *Gazza II* is on the way out. And with a puny 38% who can blame him for slinking quietly off?	👎
16	**E HUGHES' SOCCER**	Audiogenic	Crazy Horse is still doing the rounds, and looks like he's taken up permanent residence in the top 20!	👍
17	**PREMIER COLLECTION**	System 3	A stunning collection, which got a Corking! 94%. If you haven't got it, what are you waiting for?	👍
18	**TOTAL RECALL**	Ocean	Big Arnie takes a massive 12-slot drop this month. Will this 77 percenter still be around next month? We'll see	👎
19	**HOLLYWOOD COLLECTION**	Ocean	Not a bad compilation this with *Indy Jones*, *Batman*, *Ghostbusters 2* and *Robocop* all showing their wares	👎
20	**FISTS OF FURY 2**	Virgin	And bringing up the rear is this average (55%) compilation from Virgin. Hardly worth bothering with, really	👎

BUDGET GAMES

1	**MAGIC LAND DIZZY**	Code Masters	▲
2	**PAPERBOY**	Encore	▼
3	**DOUBLE DRAGON**	Mastertronic	■
4	**CJ'S ELEPHANT ANTICS**	Code Masters	▲
5	**QUATTRO ADVENTURE**	Code Masters	▼
6	**QUATTRO FIREPOWER**	Code Masters	NE
7	**OUT RUN**	Kixx	▼
8	**OPERATION WOLF**	Hit Squad	▼
9	**KWIK SNAX**	Code Masters	■
10	**GARY LINEKER'S HOT SHOTS**	Kixx	NE

EARLY
WARNING!

It's blip city on the scanner and we're in trouble! The interceptor missiles have failed, the laser web has been breached, and the door to the lead-lined bunker won't shut properly. Too late! Prepare to be Turbocharged!

TURBOCHARGE

System 3 never contemplated producing a car racing game before, but when *Vendetta* appeared and reviewers consistently applauded the in-betweeny road racing section, they thought, maybe it's time we did…

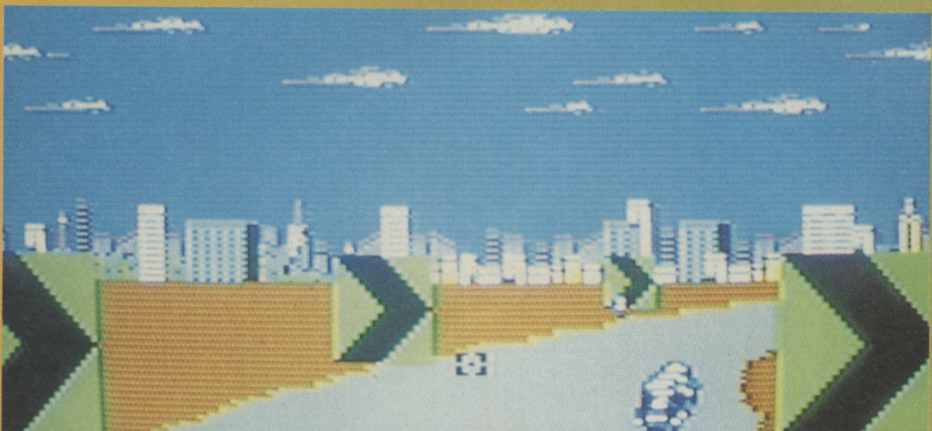
They then reviewed the current racing game market to discover what they could do differently and how they could do it better. The aim was simple: to produce the best driving game so far.

The obvious next step was to find someone who could actually code the thing. Enter Chris Butler into the story. A long-standing C64 programmer, Chris' credits include such notables as *Z*, *Commando*, *Thunder Blade* and *Space Harrier*.

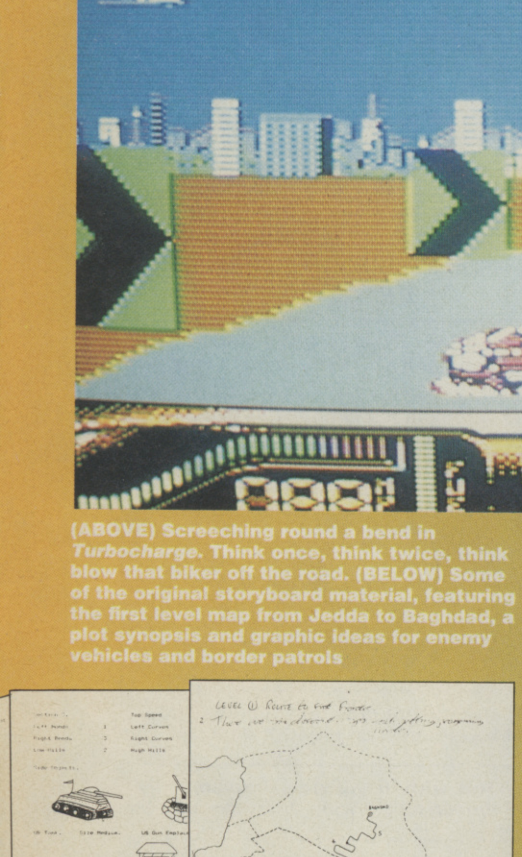
With Chris on the team a storyboard was then drawn up, incorporating the ideas that had been thrown around. Starting with the car chase theme, they then decided to give it another hook. The original game had the working title of *Borderline* and was based around a terrorist operation intent on capturing UN stockpiles of arms in different parts of the world. As a special customs officer, your task was to track the terrorist convoy through friendly territory as they make their getaway toward the border of their own country.

This theme has since been honed down and is now based upon a global drug-busting operation. The two-part race remains the same, where you chase a drug baron who is making a break for his own country, loaded to the hub-caps with naughty chemicals. Your car is armed with a machine gun and a limited supply of missiles and, as you can imagine, the only way this guy is going to stop is with a heat-seeker up his exhaust.

Initially you are given back-up by friendly police vehicles, but if you don't halt Mr druggie by the time he reaches the border, you



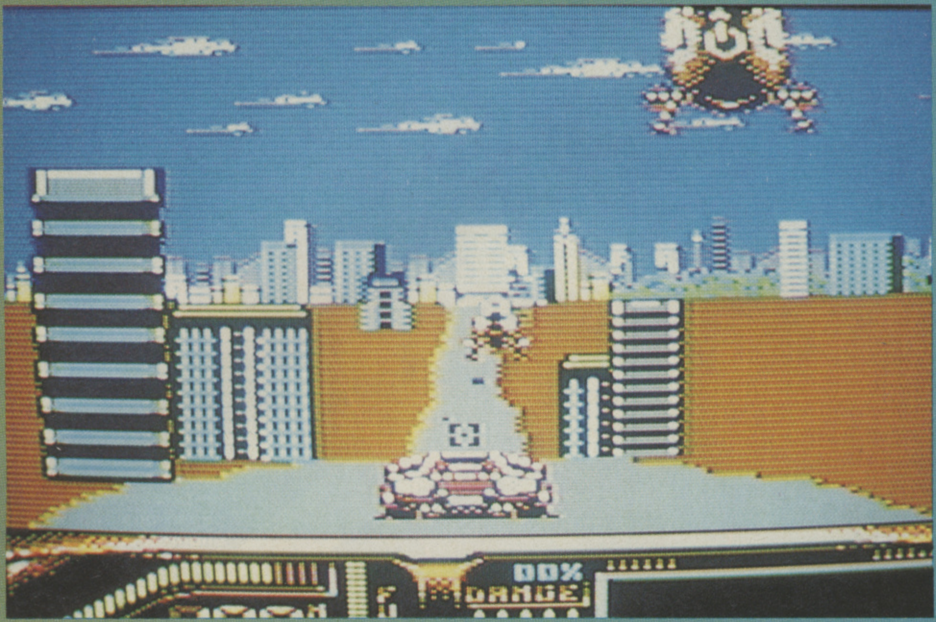
(ABOVE) Screeching round a bend in *Turbocharge*. Think once, think twice, think blow that biker off the road. (BELOW) Some of the original storyboard material, featuring the first level map from Jedda to Baghdad, a plot synopsis and graphic ideas for enemy vehicles and border patrols

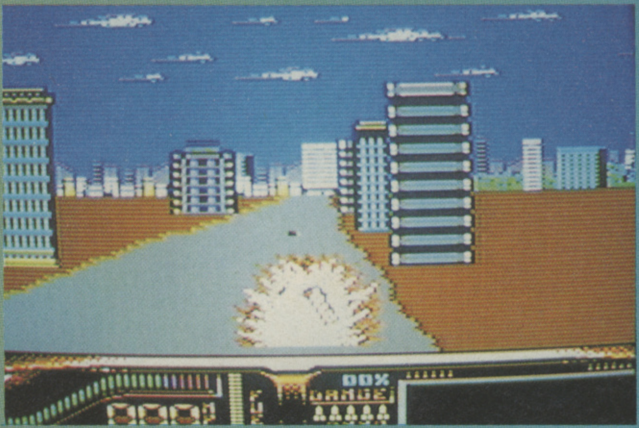

LEVEL ① ROUTE TO THE FRONTIER

Turbo tech specs

Turbocharge is a regular goody-bag of technical excellence. For anyone who's vaguely interested, here's the low-down on the hi-tech:

- The large roadside objects are made of characters (called char sprites). You can have any number up to an 18x18 configuration
- Character sprites are full multicolour (eight colours in an individual sprite object)
- You can Have 12 char sprites on screen at any one time
- There are 21 multiplexed hardware sprites for the car and windscreen bullet holes
- The variable perspective track works in same way as arcade race games. The vanishing point always stays the same – only the angle of the sides of the road change.
- The roadway is created with user-defined characters to create the illusion of road angles. The program uses look-up tables to form a bare structure of the shape of the road, then a separate algorithm puts a smooth edge on. The middle is a straight forward character fill.
- The screen updates every two frames on average.
- All the normal raster interrupts are tied up with the sprite multiplexer, so both CIA (Complex Interface Adapter) chips are used to generate interrupts for the colour splits on the horizon, the approach of the tunnel and to alter the highlights on the car.
- All cars, vehicles, choppers etc are constructed from multiplexed sprites.





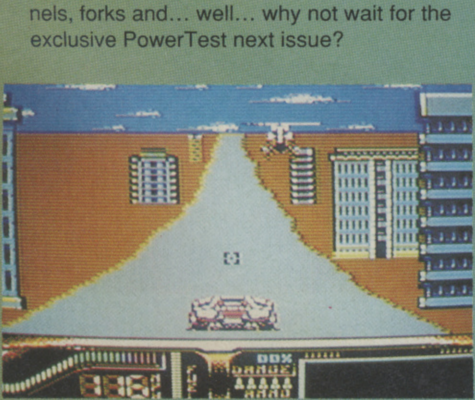
(ABOVE) This is no screen mock-up – all those graphics are moving! (LEFT) Whoops! Turbochump strikes again

have to breach the border patrol, enter enemy territory and continue the chase on your own.

Once they had the scenario pretty much tied down, System 3 then decided to change the title from *Borderline* (a bit drab) to *Turbocharge* (much better).

YES, BUT IS IT ANY GOOD?

So, we've got a mad chase through different parts of the world, plenty of traffic to overtake and a fair amount of trigger-finger action. What makes *Turbocharge* any different from any other racing game? Well, although the screenshots here don't even begin to tell the real tale, *Turbocharge* is the fastest, smoothest, busiest and most responsive road racer we've seen. The road movement is incredibly smooth and rapid and you see those huge buildings and billboards by the side of the road? Well, they update and move just as smoothly. There are hills dips, tunnels, forks and… well… why not wait for the exclusive PowerTest next issue?



Still screenshots fail to convey any of the speed or movement from this new road racer. Here, you're hurtle down a dip lined with buildings

Turbocharged features

- Roads incorporate curves, hills, dips, forks and tunnels.
- Five levels with friendly and enemy territory stages in each; ten loads in all
- On entering tunnels, the road itself changes colour and the highlights on the car are darkened to give the impression of decreased lighting. Subtle, but technically difficult
- Large gunship helicopters hover in to attack
- Loads of large roadside features
- You have an unlimited supply of cannon fire and five missiles
- Bullet holes on screen indicate damage sustained
- Soundtrack and effects have come from a secret German source
- True perspective roadway
- *Turbocharge* employs an innovative control method whereby the road is moved in preference to the car. This provides extremely realistic and responsive control
- It's flippin' fast!

SNIPPETS

AUTUMN GOLD

US Gold are really gearing up for the Autumn with a range of titles signed or in production, including new additions to the range of Capcom conversions: check out *Alien Storm*, *Final Fight*, *Mercs* and *Mega Twins*. The Sega deal continues with *G-LOC* (hmm), the long-awaited *Out Run Europa* plus Sega's stunning new Mega Drive title, *Sonic The Hedgehog*. Waiting in the wings are *The Godfather* and *Bonanza Bros*, plus a new Lucasfilm game, *Indiana Jones And The Fate Of Atlantis*. With a plot scripted by Stephen Spielberg and the 64 action game written by Attention To Detail (*Night Shift*) this could be a real corker. Fantasy fans can look forward to *Mediaeval Lords* from SSI plus *Tears Of Rage* – a Greyhawk adventure.

SNOW BUSINESS

Latest update from Ocean: *Toki* and *Battle Command* well under way; new signings include *Snow Bros*, and Spielberg's Peter Pan. Job done.

RANDY COIN-OP

There are more coin-op conversions coming from the Midlands, thanks to Walsall-based Elite. Scan these: Sega's *Last Battle*; Tecmo's *European Championship 1992*; Data East's *Caveman Ninja* (to be converted by Eldritch the Cat, who coded the 16-bit versions of *Last Ninja 3*); Namco's *Suzuka GP* a.k.a. *Winning Run 2*; plus a new coin-op with the unbelievable name of *Edward Randy*. Er…?

GET YOUR QIX

Following the scrummy 64 version of *Wrath Of The Demon*, Empire are about to unleash the *Death Bringer* on us, another hack 'n' slay jobbie with the emphasis on action rather than puzzle-solving. Not only that, but the big E have also got the conversion rights to Taito's *Volfied*. This sounds like *Qix* with monsters and blasting, so it should be a good 'un.

ZOO GAMES

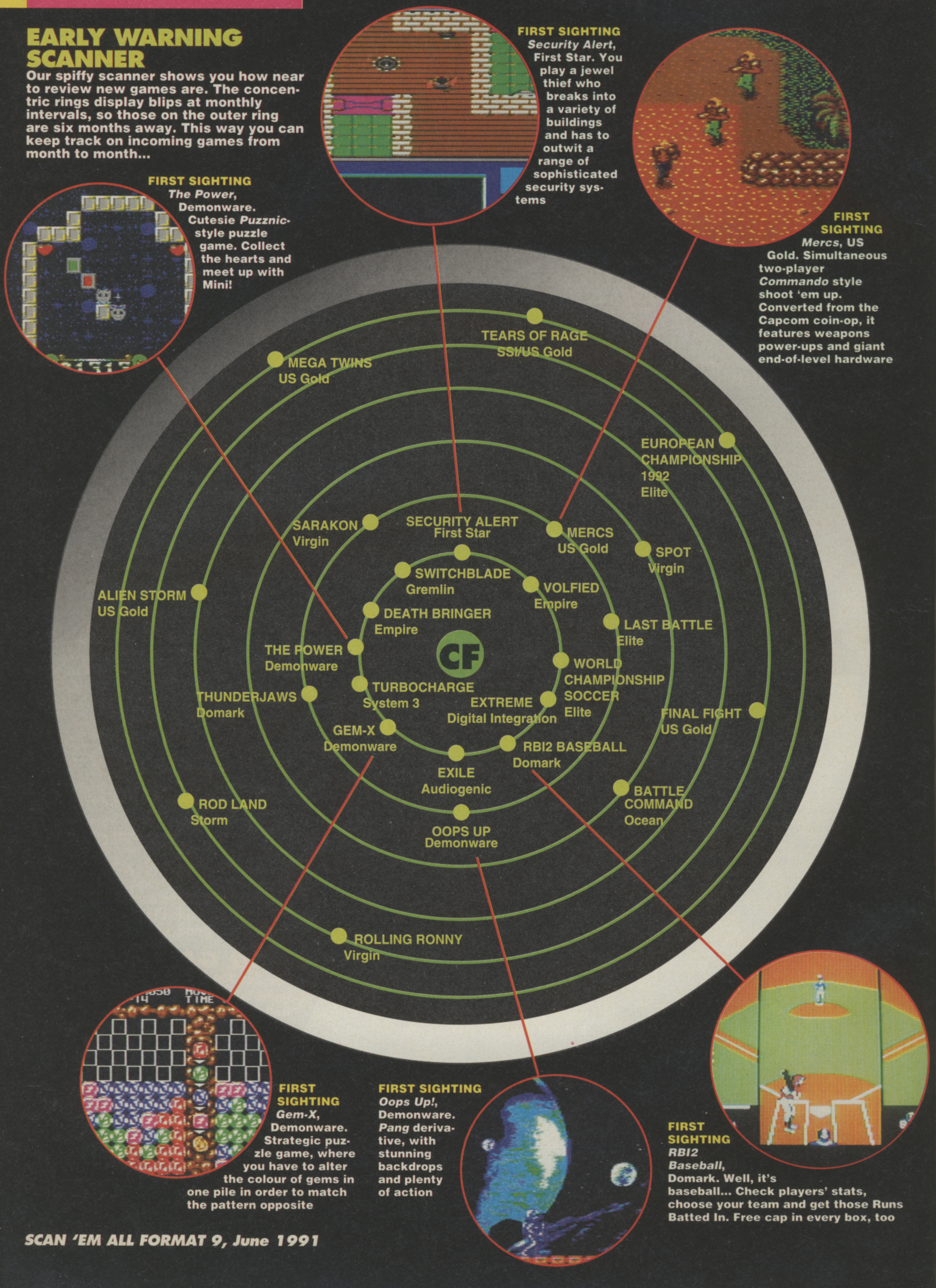
The Zoo have just announced a new game with the tantalising title of The Ball Game. This multi-player strategy puzzler sees you take control of a character who can shoot, jump, walk and teleport around in order to out-manoeuvre the opposition and gain control of a 3D board.

EN-GER-LAND!

Following in the wake of *Red October*, Grandlsam are about to release the official *England* soccer sim (review next ish), and watch out for a flaming *Die Hard II* crash-landing on your 64

EARLY WARNING SCANNER

Our spiffy scanner shows you how near to review new games are. The concentric rings display blips at monthly intervals, so those on the outer ring are six months away. This way you can keep track on incoming games from month to month...


TEARS OF RAGE
SSI/US Gold
MEGA TWINS
US Gold
EUROPEAN CHAMPIONSHIP 1992
Elite
SARAKON
Virgin
SECURITY ALERT
First Star
MERCS
US Gold
SPOT
Virgin
SWITCHBLADE
Gremlin
VOLFIED
Empire
ALIEN STORM
US Gold
DEATH BRINGER
Empire
LAST BATTLE
Elite
THE POWER
Demonware
CF
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Elite
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System 3
THUNDERJAWS
Domark
EXTREME
Digital Integration
FINAL FIGHT
US Gold
GEM-X
Demonware
RBI2 BASEBALL
Domark
EXILE
Audiogenic
ROD LAND
Storm
BATTLE COMMAND
Ocean
OOPS UP
Demonware
ROLLING RONNY
Virgin

FIRST SIGHTING *The Power*, Demonware. Cutesie *Puzznic*-style puzzle game. Collect the hearts and meet up with Mini!

FIRST SIGHTING *Security Alert*, First Star. You play a jewel thief who breaks into a variety of buildings and has to outwit a range of sophisticated security systems

FIRST SIGHTING *Mercs*, US Gold. Simultaneous two-player *Commando* style shoot 'em up. Converted from the Capcom coin-op, it features weapons power-ups and giant end-of-level hardware

FIRST SIGHTING *Gem-X*, Demonware. Strategic puzzle game, where you have to alter the colour of gems in one pile in order to match the pattern opposite

FIRST SIGHTING *Oops Up!*, Demonware. *Pang* derivative, with stunning backdrops and plenty of action

FIRST SIGHTING *RBI2 Baseball*, Domark. Well, it's baseball... Check players' stats, choose your team and get those Runs Batted In. Free cap in every box, too

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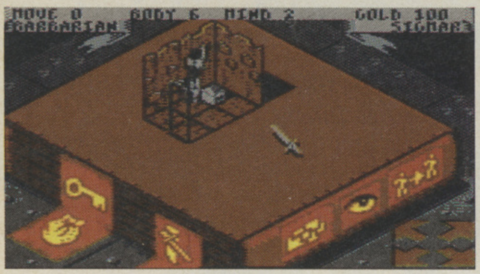
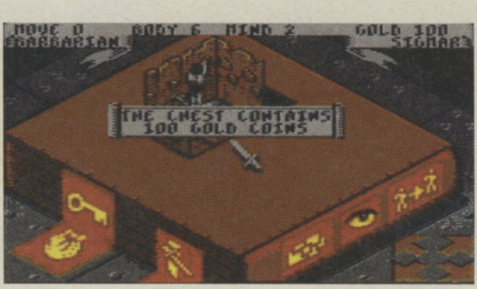


Sigmar the barbarian discovers a secret treasure chest. Should he open it and risk setting off a booby trap? Perhaps there's a huge wad of cash inside? Fortune favours the brave, so...



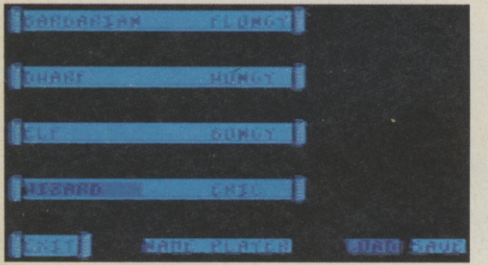
THE CHEST CONTAINS 100 GOLD COINS

... With a heave he prizes the lid open. And lo and behold – there are a hundred gold coins to put in his inventory! Any cash collected can be saved up to buy weapons in later scenarios

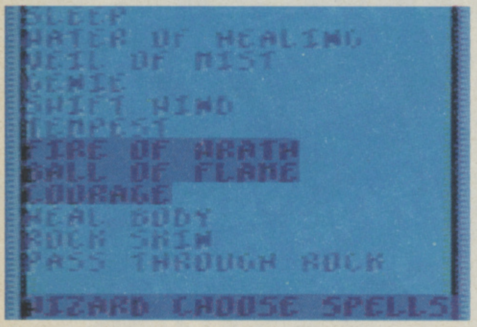
HE

The biggest boardgame hit of 1989 finally finds its way to the 64, courtesy of a deal between Gremlin Graphics and Milton Bradley. Our reviewer sharpens his blade on a few of its bad guys, creeps down its corridors and finds his way back in time to file this report

Fantasy Special



Before you start a new quest, you can choose to load in characters saved from a previous mission or re-name the four adventurers provided. Meet the 'Ongy' clan (oh, and Eric)



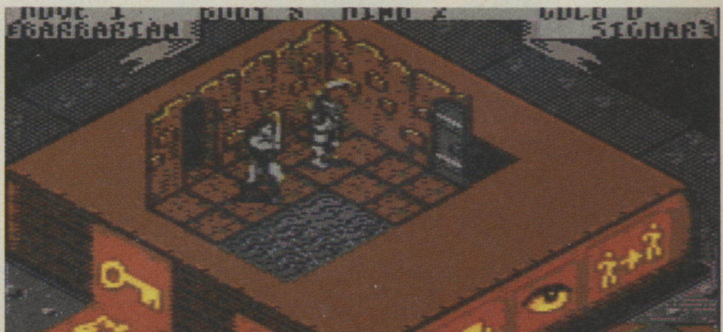
Both the Wizard and Elf possess magic-hurling talents. Before you set off, players controlling these characters must select a batch of spells to take with them. (Hint: take these!)

It's dark down here. And damp. It's hard to keep the torch burning. And though I've been down here for hours, I couldn't tell you what's around the next corner. The things I have to do to write a review... Even my portable PC is running low on battery power. But now I can tell you why I've put myself through this suffering.

HeroQuest the boardgame was brilliant. Its simple rules and open-ended design meant scenarios (the technical word for adventures) could be as simple or as complex as you liked. When you tired of the twelve quests provided, a blank map was there for you to make up your own scenarios. In fact, the game was so neatly done, it was a piece of cake to make up rules, traps and monsters of your own. But there was just one problem, you needed two people to play it. Or at least you did. For now it has been coded onto your dear 64 and the danger awaits yourself alone.

HeroQuest is played out over a series of missions or quests. The goal of a quest can be anything from saving kidnapped VIPs to destroying a whole dungeon full of creatures. All the scenarios together form a whole 'campaign' you have to complete, each quest forming a small part of the total aim. In this game the forces of evil are controlled by the Lord of Chaos, Morcar. In the original boardgame, one player was needed to act as Morcar. On the computer version, the program itself handles this task. So the plot is simple. Morcar has massed his forces once more and you have to put the wind up him – quite appropriate, we think.

There are twelve missions – or scenarios – to choose from, each one ascending in difficulty. And players of the boardgame think they know the score, they're in for a surprise. Even though the scenarios are much the same as in the boardgame, the maps have been altered to make life more difficult. Easier missions include The Trial and The Rescue of Sir Ragnar, a very simple kidnap rescue: only one trap and monsters so crap they make pedigree poodles look vicious by comparison. But just when you think there's nothing can stand in your way, the scenarios start to hot up a bit.



Oh, rats to it. I may as well just go and attack the great lummox. Oh. I've defeated him. Blimey! Righty-ho, Ulag, you little shrimp, you can come quietly or you can come in a body bag. The decision is yours!

ROQUEST

It's a Corker!

Each turn you have a choice of options. You can move, fight, look for traps *and* secret doors or look for treasure. However you're limited to movement plus one other option.

Searching for traps and secret doors will reveal said items if they exist. If you search for treasure, the program either tells you that you've found a special quest treasure or it generates a random find which could be anything from nowt to wads of cash to a wandering monster.

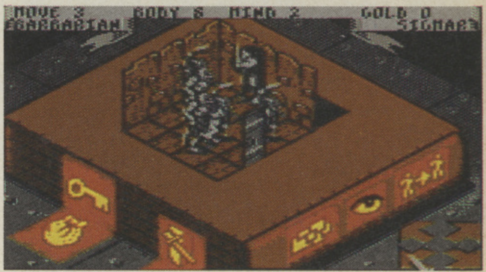
Moving around in the dungeons/castles/fortresses couldn't be easier. A series of numbers flash up on the screen in quick succession. Press the fire button and a random number is created, representing what would normally be your dice roll. You move over this number of squares in one of two ways. You point the cursor at the square you wish to go to or use direction icons.

Morcar has massed his forces once more and you have to put the wind up him

Coming into contact with monsters means combat. Every creature has a number of body points. Body points indicate how tough you are. The monsters usually have only one body point, so hitting them kills them unless they successfully defend against your blow. You only have to defend if the monster actually attacks and you have more than one body point per character. All combat, including dice rolls, is carried out automatically. The results are displayed blow by blow on the screen (for excitement).

The elf and the wizard use magic. Each magic user chooses one of four sets of spells (three spells per set) connected to the four elements: earth, air, fire and water. All the spells come into their own.

Then there are traps. Take the pit trap: once revealed it stays where it is and has to be jumped every time. Or there's the spear trap: causes a body point of damage outright but then it's rendered useless. Traps, traps everywhere. Make sure one of your characters checks for traps and secret doors each time you enter a new area. (*It's good advice – Ed.*) Forget to check and you get hammered.



I'll just have a look through here and – Oh blimey! It's a 'Forces Of Chaos' class reunion. Sorry to interrupt guys – I'm outta here!

The boardgame's colourful realism and high quality artwork can't possibly be recreated on the 64. The flick screen presentation and speed of some operations – like opening a door, for example – are a bit crude. But these are merely cosmetic and considering the size of the game, they're forgivable.

You couldn't do better than save up your pennies and buy it. You can then play it with your friends, boot them out of the house at about midnight then continue adventuring on your 64 until the early hours.

ANDY

Game	*HeroQuest*
Publisher	*Gremlin*
Cassette	*£11.99*
Disk	*£15.99*

POWER RATING

THE DOWNERS...

- The game update is a little slow

100

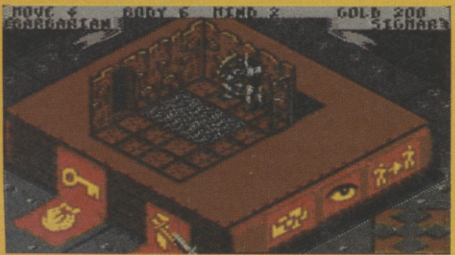
93%

- **The boardgame's playability has been perfectly translated**
- **At last you can play *HeroQuest* solo or with friends**
- **Smooth and efficient icon-driven gameplay**
- **All new maps – no-one's played these before!**
- **Atmospheric screen display. Unlike the boardgame, the walls are shown**
- **Save option: take characters through all 12 adventures**
- **All the boardgame's features have been squeezed in: magic, treasure, the lot**
- **Terrific lastability – plus scope for expansion sets**

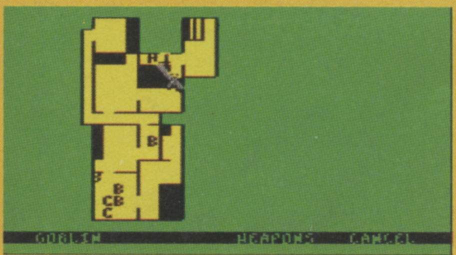
...AND THE UPPERS

0

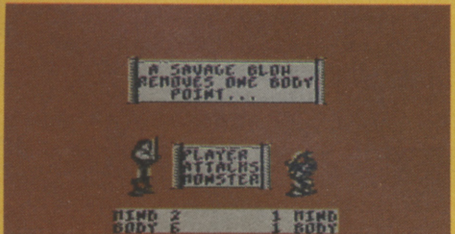
Dicing with death



STEP 1 – Find a suitable combat opponent (ie: some puny little scab who you can defeat easily) and click on the combat icon

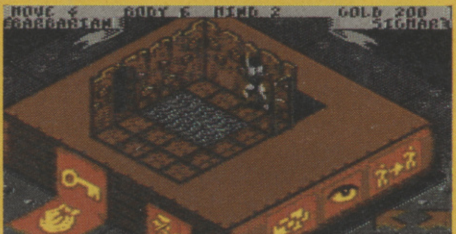


STEP 2 – The map appears. Move the pointer over your chosen target and press fire to commence with the duffing


A SAVAGE BLOW REMOVES ONE BODY POINT...

PLAYER ATTACKS MONSTER

STEP 3 – The computer undertakes the dice-throwing bit, automatically biased for strength and weaponry used

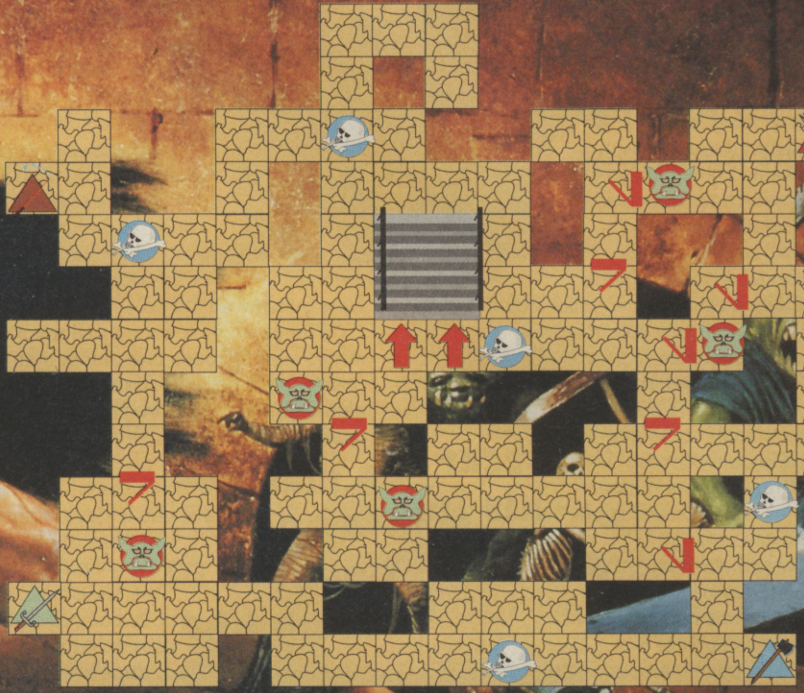


STEP 4 – Chuckle with glee as your oppo's body points disappear, taking the nasty little beastie with them. Ha! Job done!

HEROQUEST COMPO

WIN 5 HEROQUEST BOARDGAMES

WIN 10 COPIES OF C64 HEROQUEST



- Wizard
- Barbarian
- Dwarf
- Elf
- Skeleton
- Goblin
- Door
- Exit

Hearty congratulations to Gremlin for their Corking questing game. And another big 'Hurrah!' for stumping up the necessary readies for this neato compo.

FIVE lucky *CF* readers are going to receive a copy of *HeroQuest* the boardgame AND *HeroQuest* the computer game. Another FIVE runners-up can take solace in the fact that they will soon be receiving *HeroQuest* for the Commodore C64.

As ever, we just can't GIVE the stuff away – you've got to earn it (well, sort of). Here's how.

On this page there should be a detailed *HeroQuest*-style map of a dungeon (if there isn't we're in trouble). Four adventurers: a wizard, an elf, a barbarian and a dwarf are trying to escape from the dungeon before nightfall ('cos if they don't they're orc fodder). But fate is cruel ('round 'ere). There is only time for one of these brave idiots to escape.

Which one will it be? That's what you have to tell us. Five rules will determine who the survivor shall be.

1. To escape before nightfall, the adventurer must reach the stairwell in 18 squares (not counting the square the journey begins).
2. The survivor cannot move diagonally through squares.
3. The adventurer only has one key and all the doors are locked.
4. The adventurer can only survive moving through one square occupied by a skeleton or an orc.
5. The adventurer must escape by moving onto the stairwell from one of the two Red Arrow squares.

Pop your answer (Wizard, Barbarian, Dwarf or Elf) on the back of a postcard or sealed envelope, scribble your name and address on it and send it to:

'No, It's No Good – I'm
Completely Lost' Compo,
Commodore Format, 29
Monmouth Street, Bath, Avon
BA1 2AP.

You'd better do it now, 'cos you've only got until the 18th of June to get your entry(ies) in (as long as you can find the post box).

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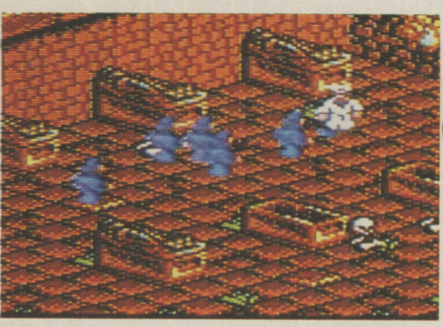
US Gold have put a new perspective on an old favourite with the latest episode in a long running series of tricks, traps and treasure hunting that harks back as far as 1986 and a four-player coin-op. Our reviewer tours the land of Capra and finds that the familiar quest has taken on a whole new angle...

GAUNT

Breaking a promise can have all sorts of results: a clout round the ear, detention, no telly for a week – it's bad, but not that bad. Tell porkies on the island of Capra though and you've got a lot more to worry about. The moment the eight kingdoms broke their pledge of peace to good ol' wizard Magnus, the forces of darkness were unleashed. Leaping out of the shadows with a truly bloodcurdling scream, the evil Capricorn kidnapped Magnus, took over his throne and started to spread death, B.O. and acne throughout the land. Bleuch.

But don't despair: Thor the Warrior, Thyra the Valkyrie, Merlin the Wizard and Questor the Elf are here. Armed with swords and shields they battle their way through Capra's underworld casting out darkness and...

Hang on a minute. Haven't we heard all this somewhere before? Well, yes. Twice, actually. *Gauntlet* is a lot longer in the tooth than one or two chelonian pizza-eaters I could mention. It's been around as a computer game since 1986 and it was a coin-op way before then. So why, you may ask, are they doing another one?

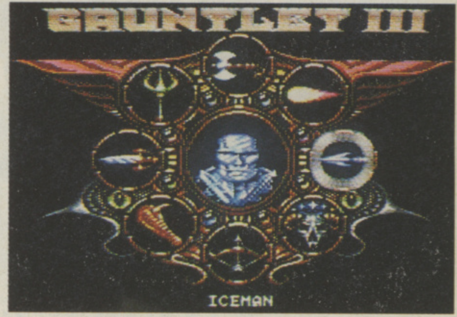


A tomb with a view: our intrepid Gauntleteer heads down amongst the dead men. You'll find no treasure in those caskets!

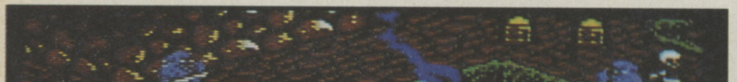
The answer is because this is the first time it's ever gone 3D. Instead of 100-odd levels you've got eight fully scrolling worlds in glorious isometric 3D. Not only that, the original quartet of axe-wielding goody-goodies has been joined by another fiersome foursome: Petras the Rockman, Dracolis the Lizard Man, Blizzard the Ice Man and Neptune the Merman. Missions are based in each of their homeworlds, come in five mini-sections, involve solving a puzzle or two and can be tackled as a gruesome twosome or solo.

Each of the heavies is fully equipped with armour, some magical ability and long- and short-range weapons. They're not all equally good at using them: if spells are your thing pick Merlin – but for a good hand-to-hand bash, Rockman or Thor are best.

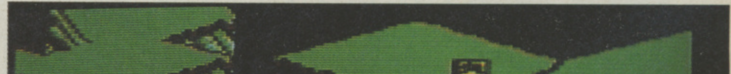
In addition to the original *Gauntlet*'s spooky ghosts there are different baddies for each of the eight levels: everything and anything from mummies, zombies and dragons



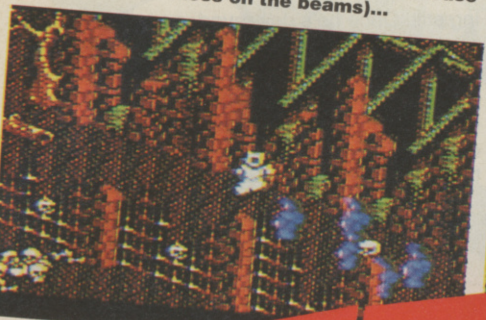
This is the very pretty character select screen which boasts smart mug-shots and some neat icon animation

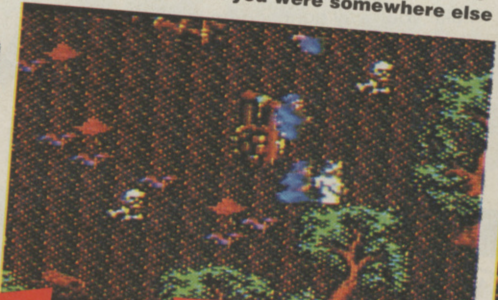


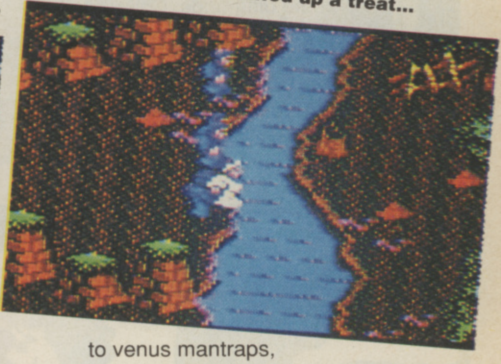
Poor old Elfy looks like he's in trouble. Surrounded by blue meanies and with his only means of escape across that rickety-looking bridge!



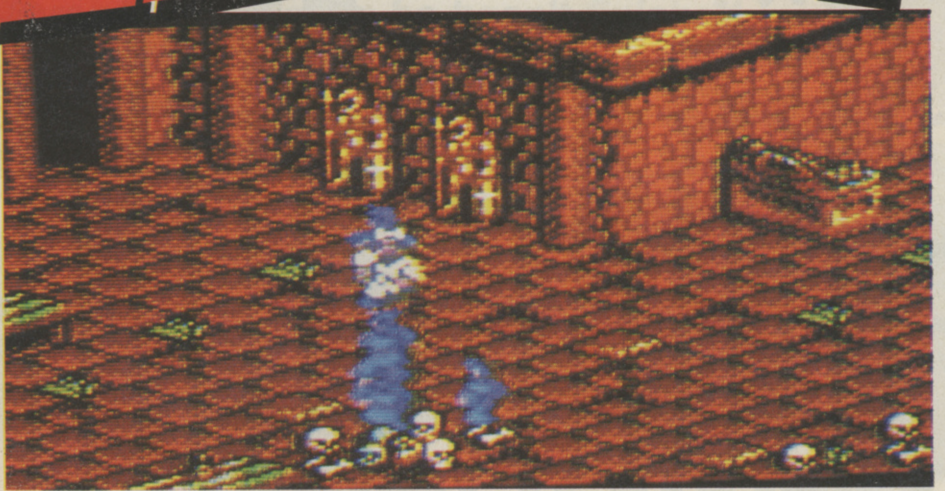
The Iceman looks a little out of place in this green and (un)pleasant level. Those chasms are no doubt bottomless, so watch your step


Let's take a scenic jaunt through one of the early levels. Starting from a derelict old house (complete with moss on the beams)...


...we wander through a pleasant copse (or should that be corpse?). Throw a penny in the well – and wish that you were somewhere else


And finally we alight upon a gurgling brook. Take one last, fleeting look at the scenery and then prepare to get duffed up a treat...

TLET III


Back in the tomb room, our hero is under attack from the blue-robed wizards (again). Although these guys feature heavily on the early levels, there is a huge number of enemies, including ghosts, sharkmen, jellyfish, poisonous vines and huge scaly dragons!

to venus mantraps, slime worms and walking pointy hats. Touch 'em and they drain your energy – kill 'em and you'll be raking in the points.

En route there are plenty of goodies to collect. Treasure boosts points, food tops up your energy (except when it's poisoned) and potions provide a marvellous array of magical effects: invulnerability, rapid fire and repulsiveness among them.

Gauntlet III has all of the original *Gauntlet*'s most distinctive features and then some. It has better graphics, loads more monsters and plenty of puzzles. There's a whole host of new baddies in each world and the music (front-end, high score and between-world only) is absolutely brill. Some people might still find it gives them too much of a feeling of déja vu but if you're mad about monster mashing, you ought to give it a try.

KATI

Game	***Gauntlet III***
Publisher	***US Gold***
Cassette	***£10.99***
Disk	***£15.99***

POWER RATING

THE DOWNERS...

- ■ Small playing areas
- ■ Tedious multiload means long waits between levels

100

80%

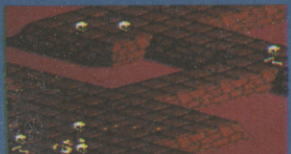
- ■ **Two-player mode is fun**
- ■ **3D scrolling is unusually fast and smooth**
- ■ **Huge variety of ghosts and baddies, which differ according to the theme of the level you're tackling**
- ■ **Detailed well-drawn background graphics**
- ■ **Lots of (simple) puzzles**
- ■ **Four new characters, all with different qualities**
- ■ **Frantic quick-fire action**
- ■ **Basic hints provided via Help key**
- ■ **Different weapons**
- ■ **Excellent front-end music**

...AND THE UPPERS

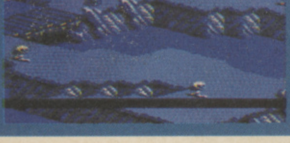
0

LOADS OF LEVELS

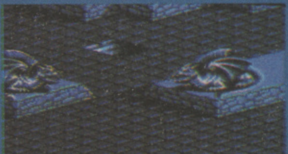
Gauntlet III does at least let its adventurers out of those wretched dungeons for a breath of fresh air. The quest now takes place across eight different worlds each with their own brand of scenery, traps and monsters. So, what sort of exotic locations can you expect to visit?



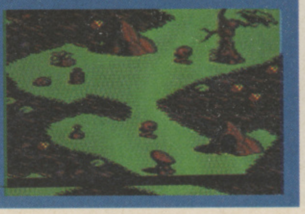
HOT: This is no place to go if you can't stand the heat. With rivers of lava and walkways warm enough to cook eggs, it's a good place to get a tan – on the bottom of your feet



WET: The water world where your arthritis plays up like mad and your shoes leak. Adventurers are going to need more than a brolly and galoshes to survive this haven of H_2O



COLD: You'll certainly stay fresh in this climate, where water pipes are always burst and thermal undies are a vital item in an adventurers' inventory. Even your bogies freeze

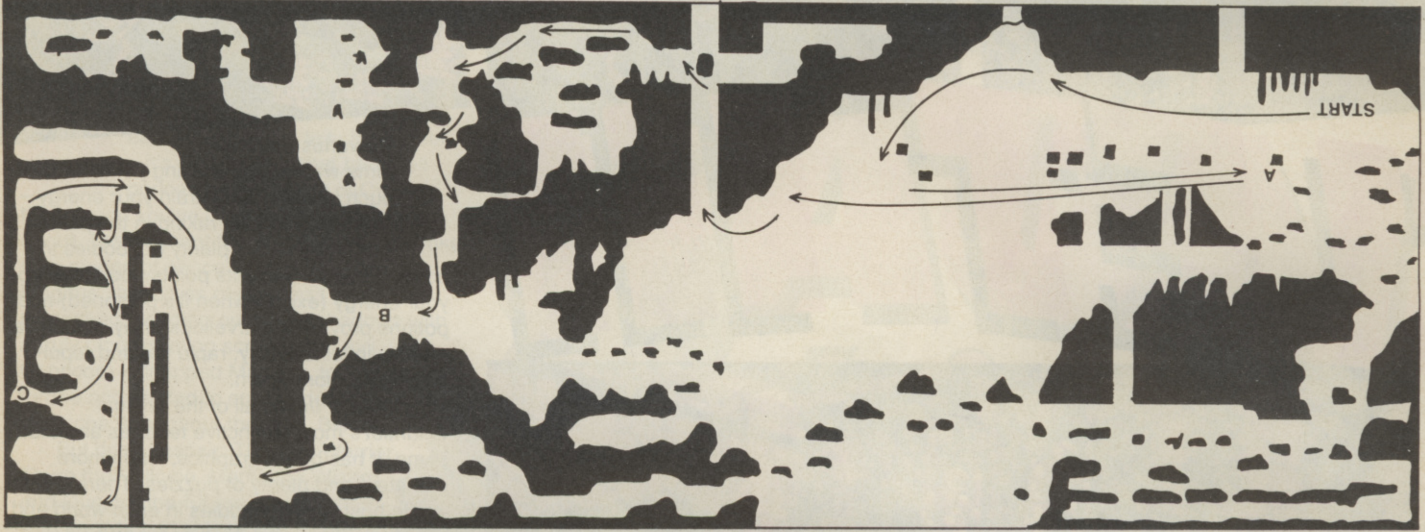


GRASSY: Green and pleasant it may be, but you can bet it's home to legions of creepy crawlies intent on harm. At the very least they'll stomp all over your picnic and get in your pants

Use this guide with the maps to survive long enough to collect some diamonds. Collecting the diamonds is hazardous but this solution does allow you to collect masses of extra lives this way – and it's essential if you're to finish. There's a lot of mapping in *Turrican 2* (as if you didn't know), so we'll be coming back to it next month.

LEVEL 1.1

Make your way right and up to position (A) where there's an extra life. Go right, up the hill and down the waterfall (stay in the centre). Jump off to the right and follow the route up to position (B) where you'll meet the Stomper. It's better to stay in the middle of the screen and unleash your firepower when he's standing still. Once he's destroyed, go to the cavern on the right to find some extra strength. Again follow the route up, then jump right down the hill. Work your way up to position (C), fall down the narrow passage to collect the two extra lives. Follow the same route up again, this time head for the exit.



TURRICAN

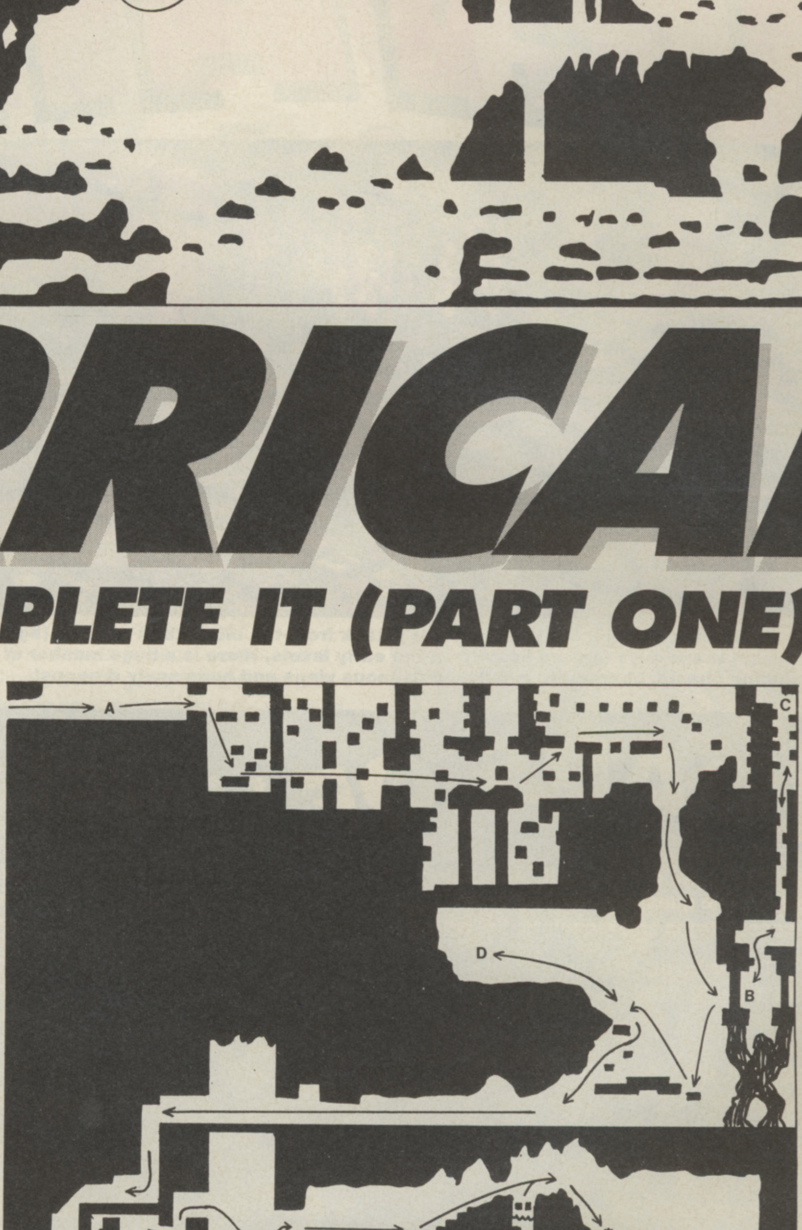
HOW TO COMPLETE IT (PART ONE)

LEVEL 1.2

Be careful here (A), as the blocks on the ground often disappear below your feet! If there's a vine growing out of the block, jump on it. Go quickly through the waterfalls and beyond the cascading balls, to arrive at the top of a huge ravine. Fall down, pushing right as you descend. You eventually land at position (B). Climb up and collect the bonuses and lives at (C). Go back down to (B). Then make your way to (D) where you'll encounter the spaceship. Attack it with your torpedoes and collect the four lives it leaves behind.

Follow the route from here through the watery maze, over the waterfalls, until you get to point (*). If you turn into a gyroscope here and fall down the waterfall you enter a hidden cave (F). Collect all the diamonds (you have to or you can't get out) and go carefully to position (G) where there are six extra lives all for you. Go get 'em.

Follow the route back up to the waterfall and go down to (H) to take on the huge opponent which lurks down there. Use all your weaponry on him, then constantly shoot his eye (while avoiding the walker droids). You will be rewarded with progress. Onwards...



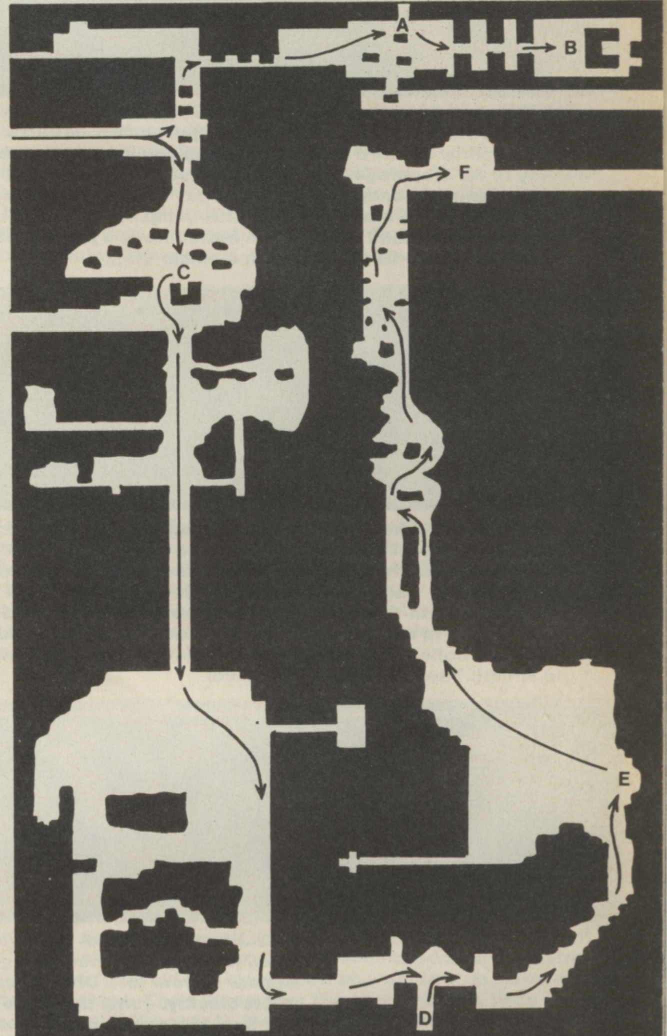
Andy Dyer's GameBusters

Is there no end to this boy's talent or stamina? Andy Roberts, the chap with the cheats brings you the first part of our complete guide to* Turrican II *(probably because he hasn't finished the second bit yet – Ed). Big game, innit?

W 2

LEVEL 2.1

From the entrance, climb up and gyroscope through the narrow passage. At position (A) and (B) are extra lives. Make your way back to the start and go down to (C) for some weaponry enhancements. Then fall down into the watery labyrinth and work your way (firing like crazy, I should add) to position (D) to collect another extra life. Head for (E) to get another life, then fight your way up to position (F) where the head-on-a-stick beastie resides. Having a laser at this point helps enormously. If not, use your trusty lightning.



LEVEL 2.2

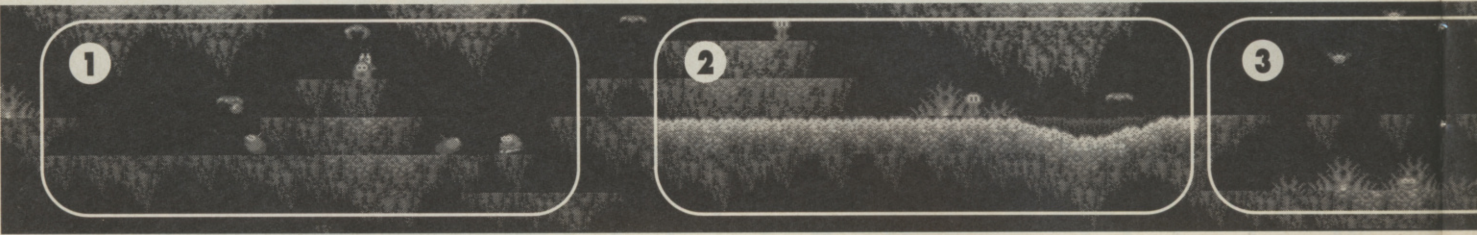
Go to position (A) and hop onto the lift to arrive at point (B). You can work your way up to point (C) and collect the six extra lives, but it is tricky and time consuming. Follow the route right, then weave through the labyrinth and collect the lives at point (D) and point (E). Make your way to position (F) and fall down to collect two more lives. Blast your way through to the wind tunnel, climb up it and prepare to meet the mega robot at (G). Shoot the guns off, then aim for the sphere in the centre (tricky but it's the only way). Once he has been quashed, fall right down to (H) where two lives are waiting for you. Route (I) is an optional extra—you can gyroscope through the tunnel to gain an extra three lives but you'll have to renegotiate the wind tunnel. Head for Exit. Level three, here we come.

You can do Turrican 2 in COMMODORE FORMAT 9, June 1991

No time to waste. Let's get on with the third and final part of our Creatures solution. If you haven't got uppy fire, droopy fire, missile fire and triple arrow fire by this stage, you're going to find things awfully difficult. Swirly fire's a bit of a necessity too

MOR

LEVEL 3.1 A

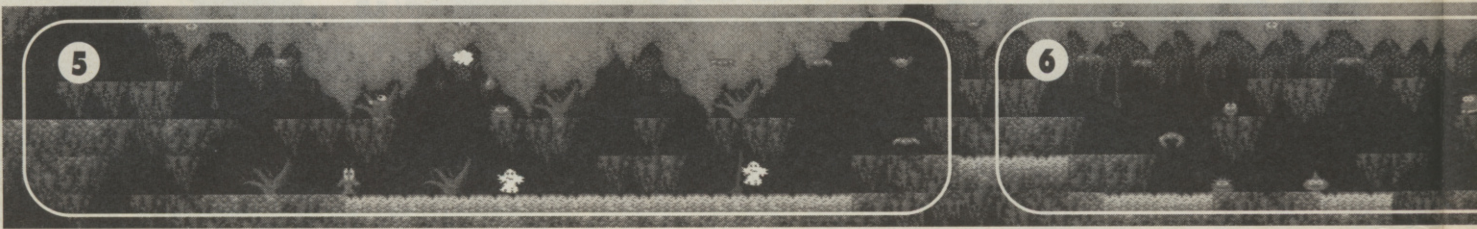


1. Oh good grief, here we go again. Drop down but keep left. Fire breath the turnip each time it approaches until it's dead. Then follow the bird across, ensuring you keep out of the way of its droppings. Get onto the first ledge and shoot the blob. Jump up, dodge the bird and get the creature. Drop down one level, make a dainty little jump between the turnip and the other fiend and kill 'em both. Phew, a journey of a thousand miles has begun with a single step

2. Dodge the bird then shoot the blob and it turns into a sprinter. Shoot this and a creature appears. Collect this furry chum and drop down one level. Use droopy fire on the blob then edge into the pit while dodging the bird. Edge back out again using the same high level of caution. This is too easy...

3. ... Me and my big mouth
gap then shoot the next c
the first gap, making sure
then edge forward until yo
ward and jump to avoid th
jump up and keep shootin
while fire breathing to kill
arms raised). Now kill the

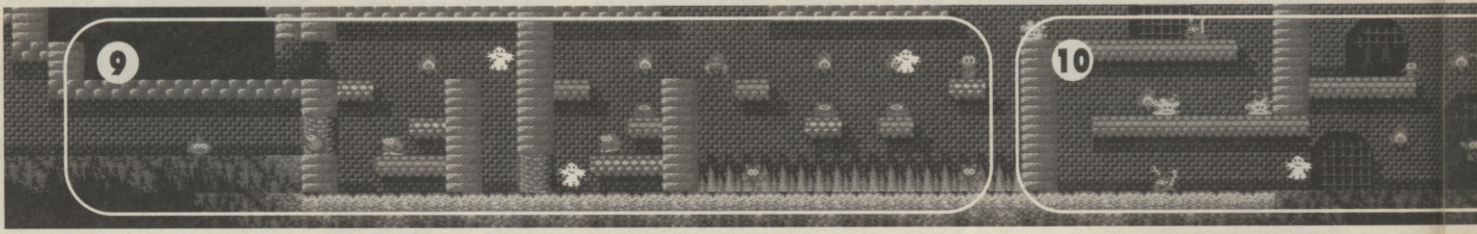
LEVEL 3.1 B



5. Shoot the turnip from the lower ledge, jump up and kill the bird then collect the creature. Kill the lower bird with the downward fire then fire breath the other one. Kill the zombie from the left ledge then jump right. Use uppy fire to kill the bird and fire breath the cloud. Kill the ghost with downward fire and you're free to collect the lower creature. Jump up avoiding the bird and collect the creature on the left. Kill the blue bird (he's a wimp). Then drop down one level

6. Kill the ghost by dropping down, firing then leaping back up to avoid it. Get the broomstick. Go back left a bit then up to the top of the screen. Carefully time your move to go across the top of the screen, avoiding the purple fly and halting just before the blue one. Next, drop down to the second ledge. Again, time your move so that you avoid the blue fly and come to rest when you collect the creature just before the blue bird. Good timing again guys as you drop down between the blue, purple and brown birds. Wait on the middle ledge untill your broomstick goes then kill the yellow bird

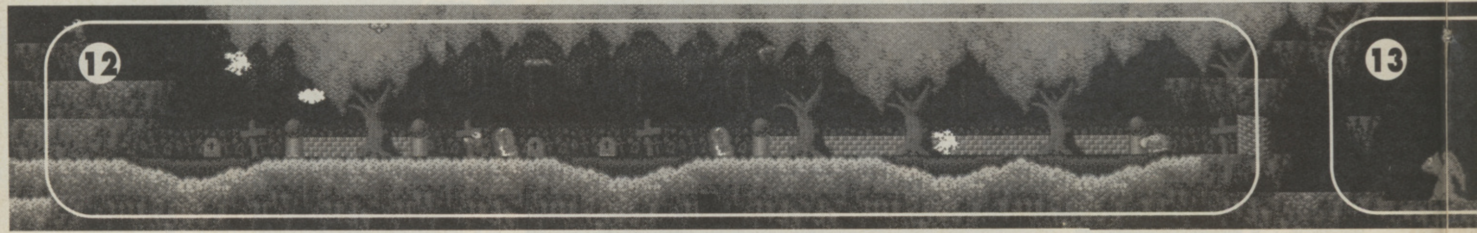
LEVEL 3.2 A



9. Quite simply, shoot the two turnips. Next, shoot the blob, jump up and shoot the ghost to make an extra life appear to your left. Drop down, avoiding the ghost then kill it quickly. Jump up to the top and move right, killing the beasts on each ledge. Don't be tempted by the extra lives down below: the spikes will kill you. Jump the bird, move right collecting the creatures. Dodge the ghost while leaping the gaps

10. Kill the fire on the top ledge th
screamer. Shoot him then run bac
Stand still and shoot until he dies.
half life then kill the second one. C
drop and blast the screamer. Edge
ball. Shoot the jumpers, edge right
of the cat–worm. Get the broomsti
red/yellow block. Wait until the br

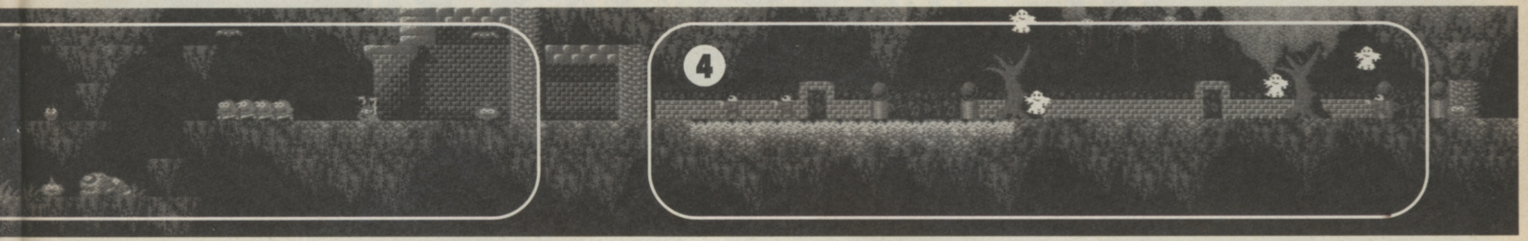
LEVEL 3.2 B



12. This next bit is horribly difficult. It'll take lots of trial and error and even then it will take ages. Kill the zombie. Then drop down to the next level. Follow the ghost over and drop down into the pit. When the cloud goes right, move up a level in the pit. When the cloud fires, jump out of the pit and run right, dodging the swooping birds. Jump up onto the tombstone for a moment of safety. Next, run into the pit again, dodging the swoopers. Up onto the next tombstone for another nanosecond of safety then onto the bouncing ghost, which you have to kill first go. Avoid the swoopers yet again, watch out for the missiles, kill the jumper and gosh, three years later you've made it

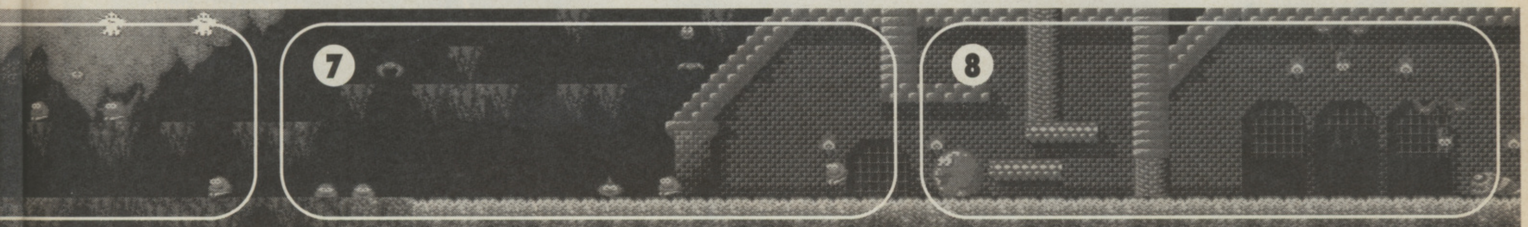
13. Drop d
his missile
days to sp
ghost (ano
bird and th
carefully t
tice makes
Then move

RE CREATURES



meuth. Dodge the firing bird and shoot the cute bird. Jump the first
next cute bird. Now select the triple arrow weapon and drop down
sure you move left a bit. Shoot the green turnip from a distance
ntil you can just about hit the second turnip. Blast it, then run for-
oid the worm's breath. Keep jumping and shooting at the worm. Now
hooting the four beasts until they move away. Turn around and jump
to kill the bird. This will also get rid of the screamer (the one with his
ill the four beasts, use uppy fire on the bird and jump the turnip!

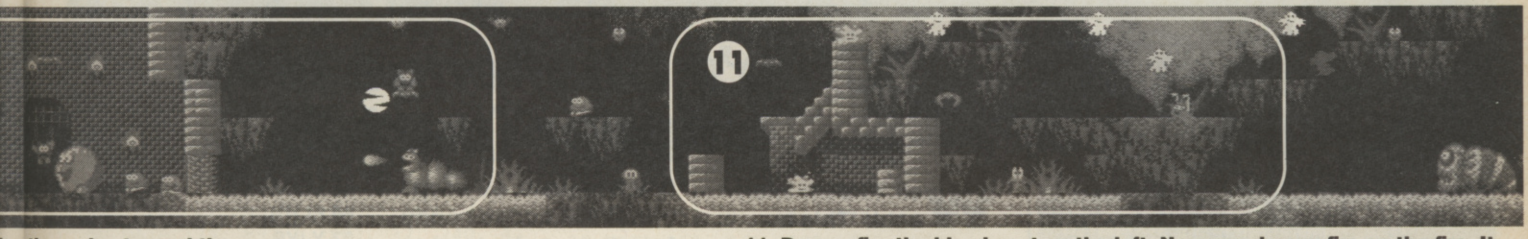
4. Shoot the gray zombies but stay left. You will now see blue zombies rising out of the dirt. There are three of them, so make sure you kill all three before you progress any further. If you don't, they'll sink into the ground and reappear right up your furry little backside. Stand by the gap in the wall and use uppy fire to kill one of the flying blobs. Jump the ghost, shoot the next ghost then turn around and uppy-fire the other flying blobs. Shoot the next ghost (still with uppy fire, shoot the zombie), then dodge the lightning–firing ghost. Oh yes, and blast that turnip!



:-
to
Vai

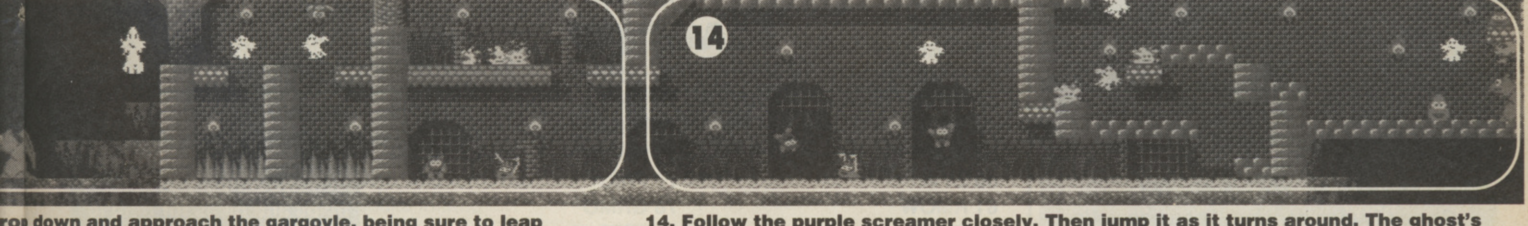
7. Drop down next to the turnip then follow it across until you have enough head room to jump (stand on the brown patch). When the turnip makes its return journey, jump vertically. Then, as it passes beneath you, push right. Jump up one level and murder the blue jumper. Edge right and kill the red jumper. Kill the ghosts if you wish but afterwards, jump across the ledges. DO NOT drop down. Kill the bird and keep going right on the ledges. Stay on the left side of the last ledge and follow the bird across, jumping over it as it returns. Collect the green thing then drop down quickly

8. Select triple arrow fire and edge right. Ready? FIRE!!! The huge blue fatty should be dead now. Jump up to the first ledge and blast the ghost on the right. Next, kill the beastie to the left then jump up to the third ledge. Select uppy fire and shoot the discoloured brick. This will kill the screamer. Power over to the right (with triple arrow fire selected) and kill the worm quickly to reach the next section



dge then edge toward the
n back. He follows at high speed!
dies. Drop onto first fire, losing a
one. Carefully time your next
Edge right and massacre the fat
e right again and shoot the head
omstick. Go right and land on the
he broomstick disappears

11. Droopy fire the blue beast on the left. Now use droopy fire on the fire. It takes a while so have patience. Next shoot the discoloured blob to destroy the fire at the top. Carefully avoid the brown bird as you jump up. Drop down, one level, avoiding the ghost. Then droopy fire the mustard bird. Drop down get the creature, then go all the way to the top, avoiding both ghosts. Drop down to the next ledge. Shoot the purple screamer, then move right avoiding the lightning from the ghost. Shoot both the ghosts on the far right. Thankfully you can droopy fire the huge worm



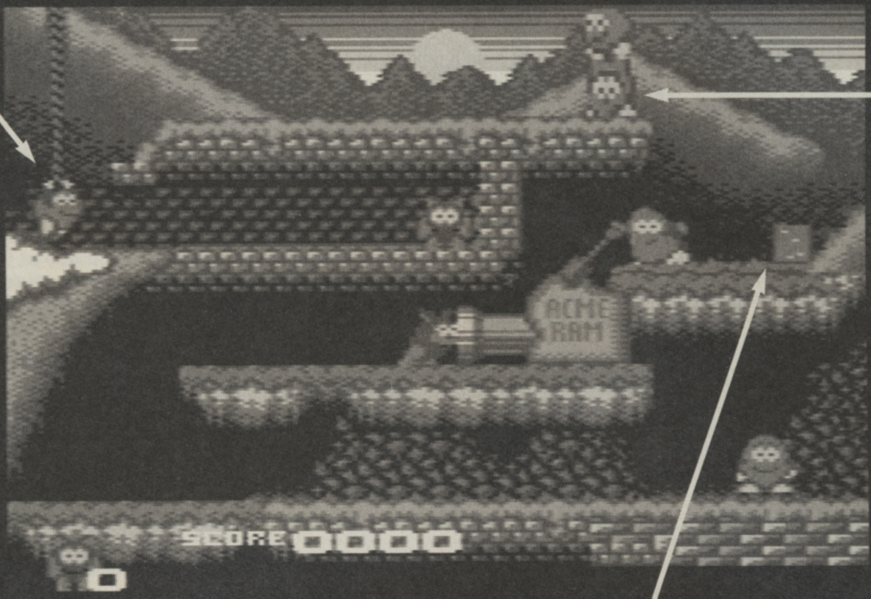
rop down and approach the gargoyle, being sure to leap
issiles. Keep firing and jumping until he's dead. (Got a few
to spare?) Jump up one level and fire breath the large
t (another three days). Jump both the gaps avoiding the
and the two ghosts. Droopy fire the flashing flamer then
ully time a couple of jumps to avoid the other two (prac-
makes perfect). Drop down and kill the green screamer.
move right, jumping the blue one

14. Follow the purple screamer closely. Then jump it as it turns around. The ghost's fire should miss you. Blast the last of the big fat blobs, edge right. Avoid the skull fire and jump up quickly to the second ledge. Flame breath the fire to kill both it and the skull. Use swirly fire on the right hand ghosts to kill both of them. Use swirly fire on the ghost at the top, he dies and so does the flamer. Approach the red beast to activate all the others, then get up top. Use missile fire on the top beast. Drop down and missile the big beast while jumping its fire. Get up top again and kill the flashing ghost that has now appeared (again) with missiles – and that's it

...if he can't do it, no one can – COMMODORE FORMAT 9, June 1991

MORE CREATURES

Jack your buddy (Torture Screen #3)



① Select triple arrow fire. Edge left until you can shoot the hanging thing. When the guy on the left gobs his little friends out run back to the start, turn around and shoot them. You need to kill four sets of gobs before you can kill the hanging beast

② Jump up to the top ledge. This time edge right until you have the two green guys in range. Shoot the bottom one and the blokey on his shoulders then spits out four little terrors. Shoot two of them quickly. Then run as far left as possible without dropping down to the next ledge. Now turn quickly around and shoot the other two. You need to destroy three complete sets of gobbed creatures before the two greenies disappear.

③ Once the green guys have disappeared a shiny ball materialises half way along the platform. Get to the right of it, turn to face it, then give it a whiff of your fiery breath. The ball should then swing in a long arc, first left, then right again. At the end of its swing, it tumbles to the ground, knocking over the acid vat. Sit back and watch the show: you've saved your furry friend and completed the game.

Teach us to cheat on Creatures

For those of you with a faint heart and an Action Replay cartridge, the following POKE gets rid of all the collision detection in the game. This means you can play the game as normal, enter the POKE to get through the hard bits, and then put everything back to normal and carry on.

POKE15596,60 – gets rid of collision detection
POKE15596,173 – puts it back on again

All those without a cartridge, listen up. Once the game has loaded, wait for the title track to stop playing and the Clydes to stop dancing. Then pop your joystick into port 1 and waggle it like mad. The Clydes should do a frantic Bart-man and eventually turn grey. Put your stick back into port 2 and you're ready to play with infinite lives.

Chip's Challenge level chipper (part 2)

Well, like the man said: 'This is shaping up very nicely indeed.' You should still be hacking away at the first 50 levels, so keep this list of codes handy for when you're ready. Only another 50 to go (next month).

The second 50 levels

51	IGGJ
52	PPHT
53	CGMX
54	ZMGC
55	SJES
56	FCJE
57	UBXU
58	YBLT
59	BLDN
60	ZYVI
61	RMOW
62	TIGW
63	GOHX
64	IJPQ
65	UPUN
66	ZIKZ
67	GGJA
68	RTDI
69	NLLY
70	GCCG
71	LAJM
72	EKFT
73	QCCR
74	MKNH
75	MJDV
76	NMRH
77	FHIC
78	GRMO
79	JINU
80	EVUG
81	SCWF
82	LLIO
83	OVPJ
84	UVEO
85	LEBX
86	FLHH
87	YJYS
88	WZYV
89	VCZO
90	OLLM
91	JPQG
92	DTMI
93	REKF
94	EWCS
95	BIFQ
96	BIFQ
97	IOCS
98	TKWD
99	XUVU
100	QXJR

Send your tips, POKEs, maps and pleas for help to
Andy Dyer at:
Gamebusters,
Commodore Format,
30, Monmouth Street,
Bath BA1 2BW

SAMARITAN'S CORNER

BATMAN THE CAPED CRUSADER

Will **D G Evans** and **Chris Porter** please stand up? You have been found guilty of not being as good at *Batman the Caped Crusader* as you should be. You will type in the following listings (an infinite lives one for each of the two scenarios) and serve several hours' game completion time. Let this be a lesson to you.

```
5 REM BATMAN THE CAPED BLOKE PART 1
10 FOR I=384 TO 432 : READ A : POKE
I,A : NEXT
20 SYS 384
30 DATA 32, 86, 245, 169, 32,141,
92,3,169
40 DATA 147, 141, 93, 3, 169, 1,141,
94, 3, 96
50 DATA 173, 89, 1, 201, 32, 240, 4,
173, 5, 220
60 DATA 96, 169, 169, 141, 89, 1,
169, 1, 141, 90, 1, 96
70 DATA 169,181,141,159,125,76,32,6
```

```
5 REM BATMAN THE CAPED BLOKE PART 2
10 FOR I=384 TO 432:READ A:POKEI,A
:NEXT
20 SYS 384
30 DATA 32,86, 245, 169, 32, 141,
92, 3, 169
40 DATA 147, 141, 93, 3, 169, 1,
141, 94, 3, 96
50 DATA 173, 89, 1, 201, 32, 240, 4,
173, 5, 220
60 DATA 96, 169, 169, 141, 89, 1,
169, 1, 141, 90, 1, 96
70 DATA 169,181,141,210,126,76,32,6
```

To complement the listings, here are some tips especially for **D G Evan**: Use the FOOD to restore energy, use the FALSE NOSE to stop enemies attacking you, use the TRAINERS to move faster, use the MAGNET to confuse the robots and use the BATARANG to stun your adversaries.

BIONIC COMMANDO

Darren Morton wanted a POKE and a POKE he shall have. This listing unlocks infinite lives and time.

```
0 REM BIONIC COMMANDO
1 FOR X=525 TO 580 : READ Y : C=C+Y
: POKEX,Y : NEXT
2 IF C=5093 THEN POKE157,128:SYS525
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 24, 141,
208, 8, 169, 58, 141, 209,8,76,16,8
5 DATA 72, 77, 80, 169, 45, 141, 40,
16, 169, 2, 141, 41, 16, 76, 0, 16
6 DATA 169, 58, 141, 183, 3, 169, 2,
141, 184, 3, 76, 168, 3,169,165,141
7 DATA 94, 29, 141, 188, 86, 76, 0,5
```

RAMBO III

Chris Porter take note: this listing will make the game a pushover – infinite energy on level 1 and level 2, invincibility on level 3, plus immunity to trapdoors and mines (and not an Action Replay in sight).

```
0 REM RAMBO III
1 FOR X=325 TO 414 : READ Y : C=C+Y
: POKEX,Y : NEXT
2 IF C=9312 THEN POKE157,128 : SYS
325
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 32, 141,
84, 3, 169, 91, 141, 85, 3
5 DATA 169, 1, 141, 86, 3, 96, 72,
77, 80, 72, 169, 107, 141
6 DATA 89, 1, 169, 1, 141, 90, 1,
104, 173, 32, 208, 96, 169
7 DATA 128, 141, 135, 15, 169, 1,
141, 136, 15, 32, 143, 1, 169
8 DATA 76, 141, 156, 1, 76, 0, 4,
173, 183, 149, 201, 81, 240
9 DATA 8, 169, 173, 141, 91, 31, 76,
75, 16, 169, 96, 141, 234
10 DATA 149, 141, 182, 149, 169,
173, 141, 76, 49, 96, 75, 16
```

PARALLAX

Gareth Edmondson requested help for this little beauty, so here are the passwords for all five levels: STACK, JEWEL, PARCH, SALON, GLOBE.

RENEGADE

Jaz waz rather miffed, as he couldn't get passed Big Bertha. Tackle her like this: run away from her and she will run after you. This allows you to time a flying kick. Repeat the process until she croaks. If your flying kicks are rather limp, try a back-kick instead.

DIZZY

Chris Porter might at this point like to turn to page 28 for the full low down on *Dizzy*, since he seems to be having great trouble with it. Well go on then what are you waiting for?

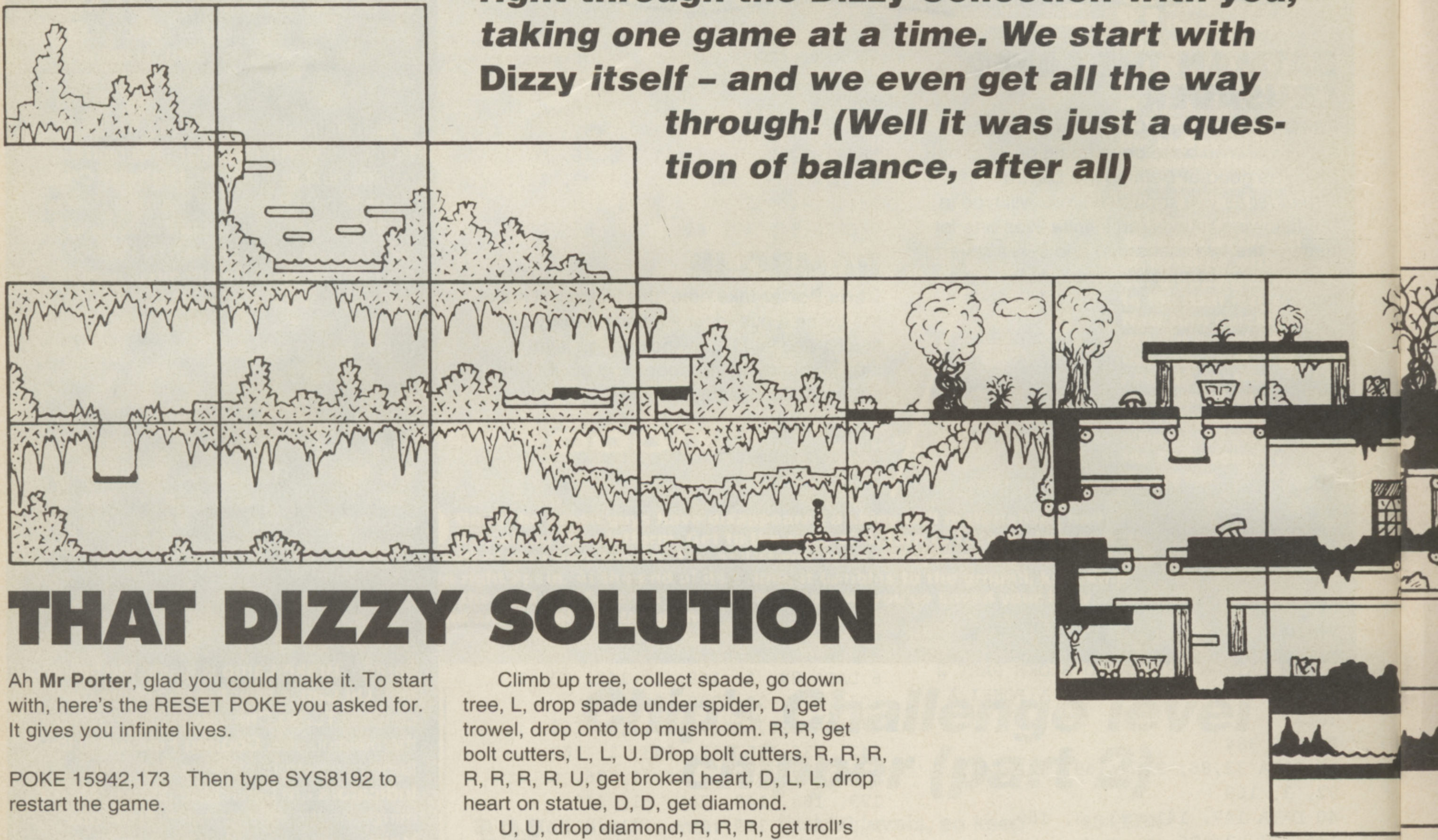
ACTION BIKER – THE HELPFUL GUIDE

Now that he's probably finished Parallax, **Gareth Edmondson** may want to have a snout at this. It lists all the objects to collect (and where to find 'em). There is also a reset POKE for infinite lives.

Crash Helmet is behind the tree next to the lake. **Riding Gear is** behind the garage next to the pond. **Highway Code Book** is near the end of the roller coaster. **Gearbox** is at the back of the building site. **Gloves** are in the pen by the side of the roller coaster. **Headlamp** is near the beginning of the drag course. **Petrol Gauge** is half way along the drag course. **Large Fuel Tank** is at the end of the drag course near the lake. **Tool Box** is behind the garage near the drag course. **Mudguards** are between the lake and the roller coaster. **Sunglasses** are over the stream behind the garage. **Fairings** are inside the roller coaster. **Can of Pop** is near the drag course after the building site. **Visor** is in the middle of the building site. **Exhaust Pipe** is in the pen beside the roller coaster. **Power Brakes** are in the large pen in front of the building site. **Speedo** is over stream behind the garage. **Brake Lamp** is inside the building site. **Oil Can** is near the end of the roller coaster. **Turbo Charger** is on the ramp in the building site. **Cooling Fins** are in the large pen in front of the building site. **Indicators** are behind the garage. **Mirror**, mirror, on the roller coaster. **Two-tone Horn** is near the end of the drag course. **Reflectors** are in the building site. **Road Map** is by the drag course near the building site. **Electric Starter** is behind the garage in between the trees. **Lunch Box** is on the end of the roller coaster. **CB Radio** is between the garage and the drag course, 10-4. **Go Faster Stripes** are in the building site. **Water Skis** are by the side of the garage. **Fire Extinguisher** is between the large pen and the pond. **Fog lamps** are on the big pond. **Stop Watch** is on the ramp in the building site. **Motocross Tyres** are in the pen near the roller coaster. **Personal HiFi** is on the ramp in the building site. **Electronic Ignition** is in the lake. **Rev Counter** is in the pond behind the garage. **Wind Shield** is in the large pen in front of the building site. **Drag Race Ticket** is in the island in the centre of the lake. And for the infinite lives, enter POKE19287,47 followed by SYS13312.

DIZZY

Over the next few months, we'll be going right through the **Dizzy Collection** *with you, taking one game at a time. We start with* **Dizzy** *itself – and we even get all the way through! (Well it was just a question of balance, after all)*



THAT DIZZY SOLUTION

Ah **Mr Porter**, glad you could make it. To start with, here's the RESET POKE you asked for. It gives you infinite lives.

POKE 15942,173 Then type SYS8192 to restart the game.

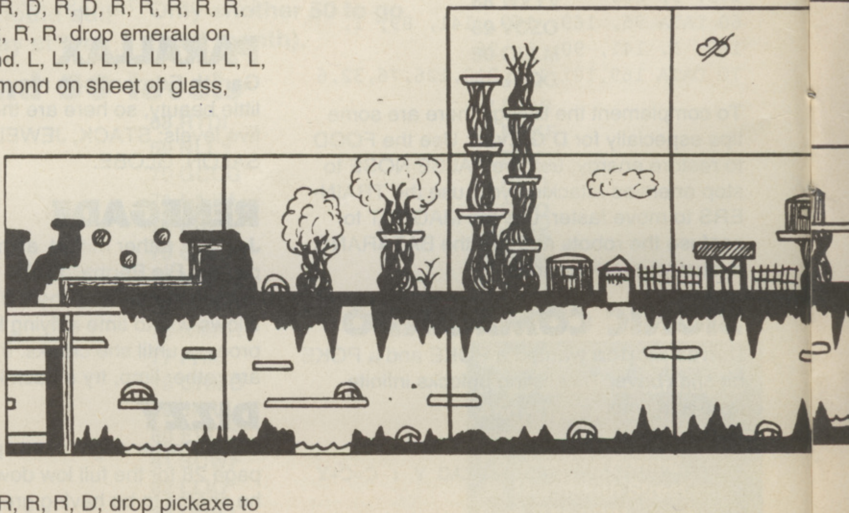
From the start: R, get burning torch, L, light sticks under cauldron, L, get grease gun, L, get extra life, L, lubricate mine car, D, D, get raincoat, U, U, R, U+L, L, dissolve rain, drop raincoat, L, U+L, L, get crowbar, R, D+R, R, open trapdoor, get raincoat, down trapdoor. L, dissolve rain, L, get garlic, R, R, U, R, R, L (to mine), D, R, kill bats, drop garlic, get laser, L, D, kill ghost, down chimney, R, drop laser, D, get gold, U, L, U, U, R, drop gold, L, D, get key, U, R, drop key, L, D, D, R, R, jump on ledge beside pool and jump straight up to lower beam.

R, get oil, L, L, L, U, U, R, drop oil+collect gold, R, R, R, R, R, R, R, R, drop gold in bucket, jump onto hut + jump straight up, collect cloud's silver lining, L, L, L, L, L, L, drop lining in cauldron, L, L, get key. R, R, R, R, R, R, R, R, R, open graveyard gate, L, L, L, L, L, L, L, L, L, get oil, R, R, R, R, R, R, R, R, R, R, R, R. Drop oil on cog, get feather, L, L, L, L, L, L, L, L, L, L, drop feather in cauldron, R, R, R, R, R.

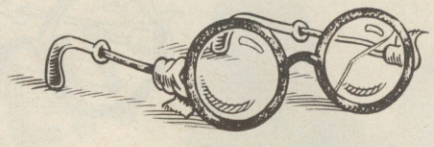
Climb up tree, collect spade, go down tree, L, drop spade under spider, D, get trowel, drop onto top mushroom. R, R, get bolt cutters, L, L, U. Drop bolt cutters, R, R, R, R, R, R, R, U, get broken heart, D, L, L, drop heart on statue, D, D, get diamond.

U, U, drop diamond, R, R, R, get troll's brew, L, L, L, L, L, L, L, L, L, L, L, drop troll's brew in cauldron, L, L, L, L, L, L, U, L, U, L, get emerald, R, D, R, D, R, R, R, R, R, R, R, R, R, R, R, R, R, R, drop emerald on god, R, get diamond. L, L, L, L, L, L, L, L, L, L, L, L, L, L, drop diamond on sheet of glass, U+L, get dry ice.

D, R, R, R, R, R, R, R, R, R, R, D, L. Bounce onto top ledge and drop dry ice, walk through maze to eventually arrive at the pickaxe, collect pickaxe, go back to waterfall. R, U, R, R, R, R, D, drop pickaxe to remove obstruction, L, get dagger, R, U, L, L,



FRAMEBUSTERS



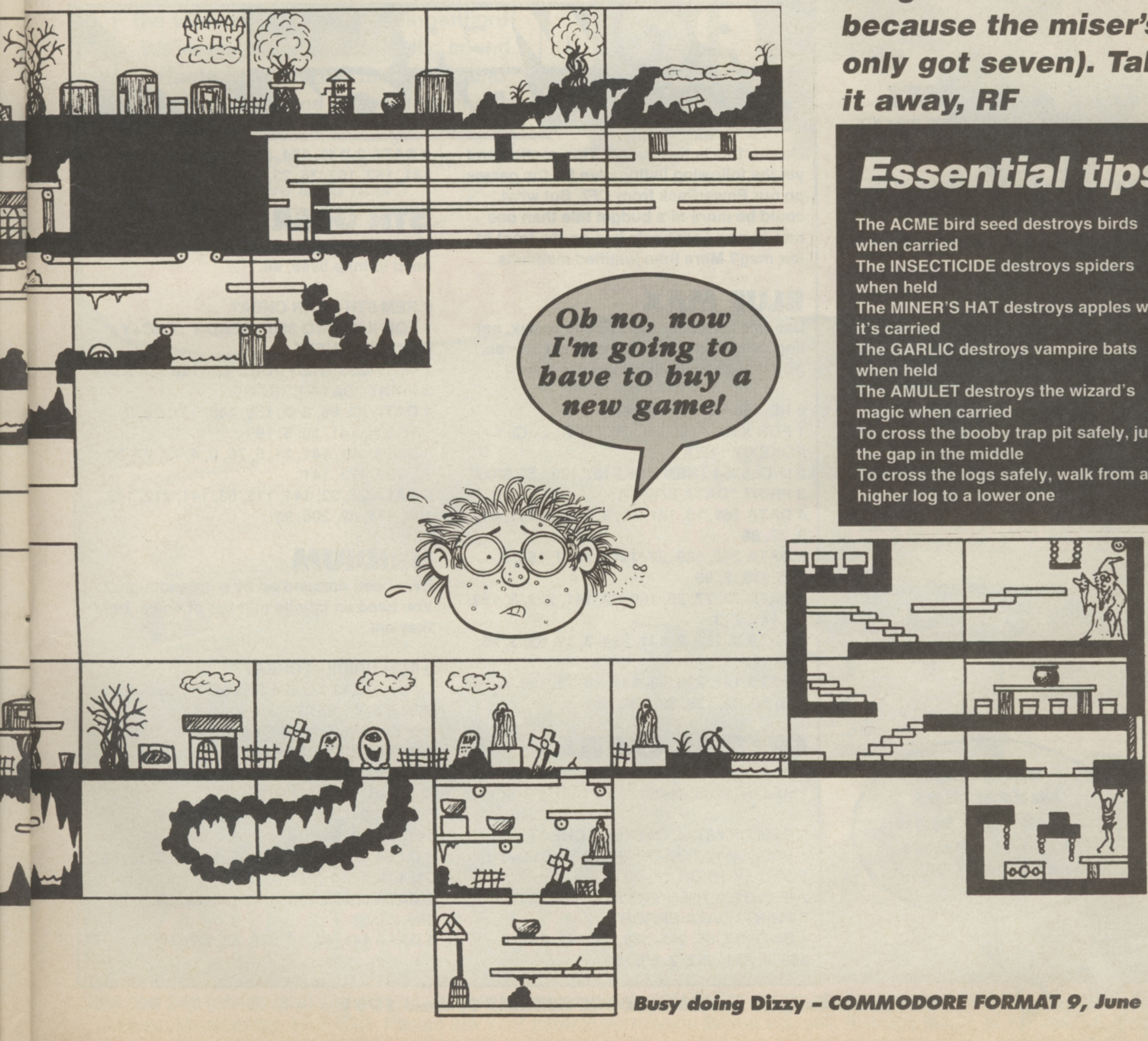
Welcome to our new bit for budget buying byte-busters. Your host is none other than Roger Frames (who ought to know his games inside out because the miser's only got seven). Take it away, RF

L, L, L, L, L, L, L, L, L, L, L, go left into cave. Cut raft free with dagger, L, L, D, get amulet.

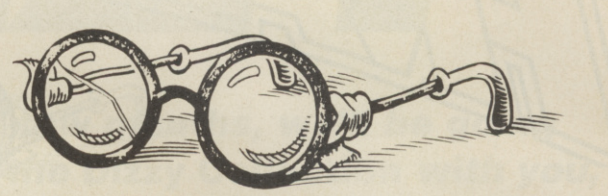
U, R, R, R, R, R, R, R, R, drop amulet, R, R, R, R, get bolt cutters, L, L, L, L, L, L, L into mine, D, L, L, cut raft free with bolt cutters, L, L, get wig, R, R, R, R, U, R, R, R, drop wig in cauldron, R, R, get flask. L, L, drop flask in cauldron, get amulet, R, R, R, R, R, R, R, R, R, R, R, U, R, destroy wizard's magic, L, drop amulet, D, L, L, L, L, L, L, L, L, L, L, L, get potion, R, R, R, R, R, R, R, R, R, R, R, R, U, U+R. Drop potion on upper ledge next to the wizard. Zaks will dissolve. Well done you have finished the game! One down three left to go. Come back next month.

Essential tips!

The ACME bird seed destroys birds when carried
The INSECTICIDE destroys spiders when held
The MINER'S HAT destroys apples when it's carried
The GARLIC destroys vampire bats when held
The AMULET destroys the wizard's magic when carried
To cross the booby trap pit safely, jump the gap in the middle
To cross the logs safely, walk from a higher log to a lower one



FRAMEBUSTERS



Ha! This is great. Now I've got my own section, I can prove to those louts at the office that it's worth squeezing just a bit more out of those games your grandmother bought you for Christmas. Go on, dig 'em out!

HUNTER'S MOON

Martin Pugh has been up to his old tricks again. Try this for infinite lives.

```
0 REM HUNTERS MOON CHEAT (CASSETTE)
1 FOR X=528 TO 547 : READ Y : C=C+Y
: POKE X,Y : NEXT
2 IF C=2116 THEN POKE157,128:SYS 528
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 28, 141,
229, 3, 96, 72, 77, 80
5 DATA 169, 248, 141, 154,35,76,27,8
```

BEVERLY HILLS CATS

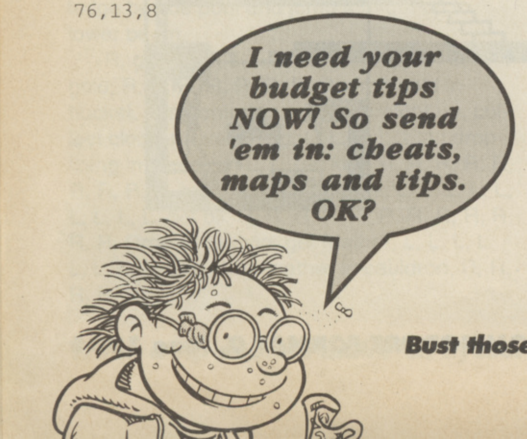
And try this when you're not feeling the cat's whiskers (it's for energy).

```
0 REM TOP CAT CHEAT BY MARTIN PUGH
1 FOR X=522 TO 555:READY:C=C+Y:POKE
X,Y:NEXT
2 IF C=3795 THEN POKE157,128:SYS522
3 PRINT"DATA ERROR"
4 DATA 32,44,247,32,108,245,169,32,
141,93,3,169
5 DATA 2,141,95,3,76,167,2,72,77,
80,238
6 DATA 32,208,169,165,141,80,197,
141,114,194,96
```

SILKWORM

If you're looking for infinite lives (using the helicopter or the jeep), try this.

```
0 REM SILKWORM CHEAT BY MARTIN PUGH
1 FOR X=376 TO 411:READY:C=C+Y:POKE
X,Y:NEXT
2 IF C=3298 THEN POKE157,128:SYS376
3 PRINT"DATA ERROR"
4 DATA 32,86,245,169,1,141,29,4,96,
72,77,80
5 DATA 169,125,141,245,13,141,7,20,
169,69,141,248
6 DATA 19,141,8,20,169,95,141,9,75,
76,13,8
```


I need your budget tips NOW! So send 'em in: cheats, maps and tips. OK?

POWER PACK 7

I know, this is the Budget Tips section and yet the following listings are for the games on our PowerPack from *CF7*. But what could be more of a budget title than one that comes absolutely free on the front of our mag? More than justified methinks.

BLUE MAX

Use this POKE for invincibility to flak, getting gallons of fuel and bays and bombs. And thanks to Martin Pugh (yet again).

```
0 REM BLUE MAX CHEAT
1 FOR X=517 TO 579 : READ Y : C=C=Y :
POKEX,Y : NEXT
2 IF C=6364 THEN POKE157,128 : SYS517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169, 2, 141, 41,
3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2, 169, 2,
141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141, 222, 3, 169,
51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32, 69, 3, 96,
169, 173
8 DATA 141, 228, 43, 141, 98, 72, 169, 0,
141, 50, 42, 238, 32, 208, 96
```

CRYSTAL CASTLES

This POKE unleashes unlimited lives. What could be more useful?

```
0 REM CRYSTAL CASTLES CHEAT
1 FOR X=513 TO 542 : READ Y : C=C+Y :
POKEX,Y : NEXT
2 IF C=3120 THEN POKE157,128 : SYS513
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 15, 141, 251, 2,
169, 2, 141, 252, 2, 96, 169
5 DATA 2, 141, 104, 5, 76, 0, 4, 169, 165,
141, 152, 162, 76, 23, 128
```

5TH GEAR

Write-offs wiping out your insurance? You need infinite lives, sir.

```
0 REM 5TH GEAR CHEAT
1 FOR X=320 TO 360 : READ Y : C=C+Y :
POKE X,Y : NEXT
2 IF C=4255 THEN POKE 157,128 : SYS320
3 PRINT "DATA ERROR"
4 DATA 32, 86, 245, 169, 148, 141, 19, 5,
169, 236, 141, 20, 5, 169
5 DATA 181, 141, 21, 5, 76, 0, 4, 72, 77, 80,
72, 169, 173, 141
6 DATA 24, 32, 141, 115, 63, 141, 212, 149,
104, 141, 32, 208, 96
```

URIDIUM

Ever been dumped on by a dreadnought? You need an infinite number of ships. Here they are.

```
0 REM URIDIUM CHEAT
1 FOR X=517 TO 571 : READ Y : C=C+Y :
POKE X,Y : NEXT
2 IF C=5541 THEN POKE 157,128 : SYS517
3 PRINT "DATA ERROR"
4 DATA 169, 18, 141, 40, 3, 169, 2, 141, 41,
3, 32, 86
5 DATA 245, 169, 32, 141, 178, 2, 169, 2,
141, 179, 2, 96
6 DATA 72, 77, 80, 169, 32, 141, 222, 3, 169,
51, 141, 223
7 DATA 3, 169, 2, 141, 224, 3, 32, 69, 3, 96,
169, 255
8 DATA 141, 66, 13, 238, 32, 208, 96
```

Bust those budgies in COMMODORE FORMAT 9, June 1991

Eat my shorts if we're not giving away this radical SiMPSoNS PiNBALL!!

DATA EAST
THE SIMPSONS

Well here it is the biggest pinball sensation in years - The Simpsons! And you can get this machine which is worth £2500 into your bedroom, if you're the winner of our crazy competition!! We've colllected loads of silly sound effects from around the world, and to stand a chance of winning all you have to do is correctly identify them! So don't have a cow, have a go now!! Just...

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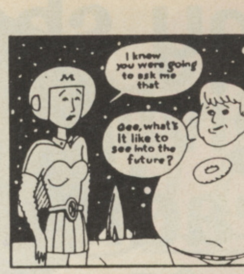

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REVENGE OF THE MUTANT CAMELS II

LLAMASOFT

Released: October 1987

Availability: Deleted. Was on the MAD budget label.

Jeff Minter's shoot 'em ups were a mixed bunch but attracted a cult following on the C64, before the llama-lover went off to program the Atari ST. This is probably his best, featuring laser-spitting 60-foot camels, multiple weapons, smooth controls and some awesome firepower.

The plot is typically insane: the Earth is under threat from the evil Zzyaxian Empire, and its fate lies in the hooves of genetically altered Dromedaries. Be warned: this is not for squares.

REVS

FIREBIRD

Released: February 1986

Availability: Deleted

Geoff Crammond's first game in our A-Z (the other two are *Stunt Car Racer* and *The Sentinel*) is a fully-fledged Formula 3 racing simulator. Novices spend the first few hours spinning off the track and orienting themselves to the bumps and turns of every course: just like the real thing, the car needs to be driven with respect, particularly if you're to compete with other drivers.

Exhilarating 3D, a strong sense of realism, and a superb manual put this sprocket and wheel-grommets above the opposition.

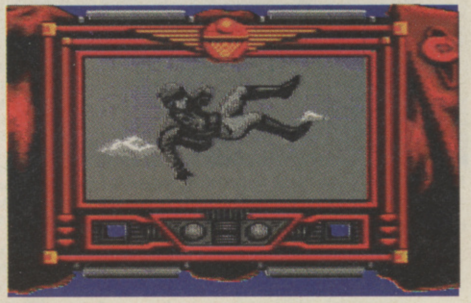
ROCKET RANGER

CINEMAWARE

Released: February 1989

Availability: Cinemaware/Mirrorsoft, 14.99 (disk only)

A game based on a man who walks around with 200lbs of liquid rocket fuel on his back might not be instantly appealing to everyone—which goes to show that instant appeal doesn't count for much when it comes to great games. Loosely based on the exploits of the 50s black-and-white serial, King of the Rocket Men, this is still one of the best Cinemaware games around, with cut-scenes a-plenty and humorous arcade sequences. Your aim? A casual attempt to thwart Nazi ambitions of world domination by infiltration, biffing guards and rescuing scientists. Hurrah!



With the increased price of oil, a tenner's worth of unleaded was no longer enough to get Gerald home to dear old Blighty

ROBOBOLT

ALPHA OMEGA

Released: December 1986

Availability: Deleted

There are turkeys, and there are brainless half-witted gobblers with no legs – and this fell into the latter category. With three simple spot effects, graphics bland beyond belief and gameplay that involved shutting down corridors, it should have been humanely killed at a very early age. Fortunately, it has now been put down.

SACRED ARMOUR OF ANTIRIAD

PALACE

Released: December 1986

Availability: HiTec budget label, 2.99. Also appeared on* Computer Hits 4 *compilation

Centuries after a nuclear war, genetic mutation and deprivation produced a hardier human race. People learned to live in peace until a race of machines invaded the Earth and enslaved its inhabitants. Tal was one of them – until he read about a suit of armour which would allow him to destroy the oppressors. This is the scenario behind one of the neatest arcade adventures around: some of its sprites are a little poor, and the game is too easy to complete, but that doesn't stop you from playing it again and again. It's almost worth buying just to savour the effect as the reassembled suit charges up...

SAMANTHA FOX STRIP POKER

MARTECH

Released: September 1986

Availability: Deleted

'Laughable' and 'silly' are the first two words that spring to mind when you see this product. 'Rubbish' and 'a waste of money' soon follow. The rules are simple: beat Sam at a basic version of five card draw poker, and she removes her clothes to reveal the most realistic representation of a nude woman on a home computer. And I can fly.

SAMURAI WARRIOR

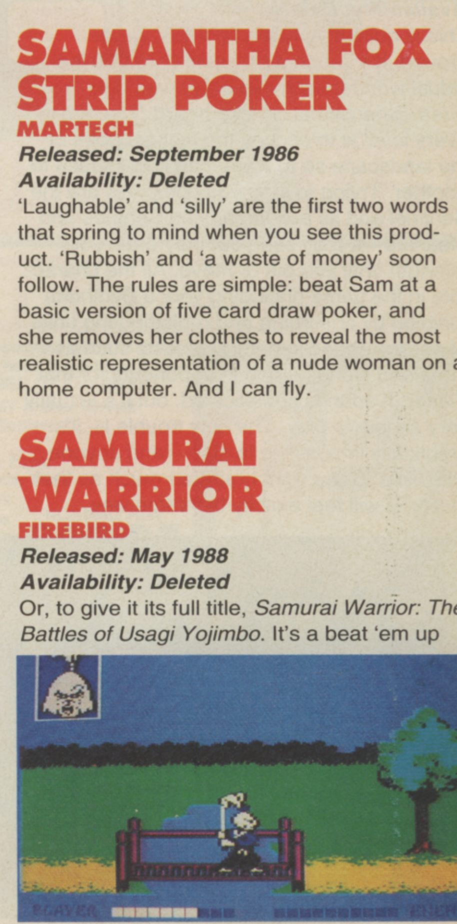
FIREBIRD

Released: May 1988

Availability: Deleted

Or, to give it its full title, *Samurai Warrior: The Battles of Usagi Yojimbo*. It's a beat 'em up

➤



Let evil-doers trembble before me, for I am Conehead the Rabbit. Actually it's Usagi Yojimbo and this is *Samurai Warrior*

with a difference – based on the comic character of the same name, it includes some essential martial arts values. These are a balance between exchanging pleasantries and/or cash with the nearest peasant, and turning Ninjas into Ninja slices. With gorgeous backdrops, some excellent opponents and plenty of unusual twists, this is one of the better beat 'em ups around – that is if you can still get hold of a copy.

SCARABAEUS

ARIOLASOFT

Released: January 1986

Availability: Deleted. Was also available on the* Five Star *compilation

What's so special about this? Only that it has the most realistic and unnerving atmosphere of any game you're likely to play (ooh, doesn't he get carried away? – Ed). Part of it is down to the sound: a choice between a brilliantly repetitive tune or excellent breathing and heartbeat effects. The other part is the game design. Basically, you search for an emerald through three levels of mazes and puzzles, but the action is displayed in smooth first-person 3D, so that you never know what's around the corner. Packed with grisly monsters and horrible surprises it shouldn't be missed. Why hasn't anyone released it as a budget game?

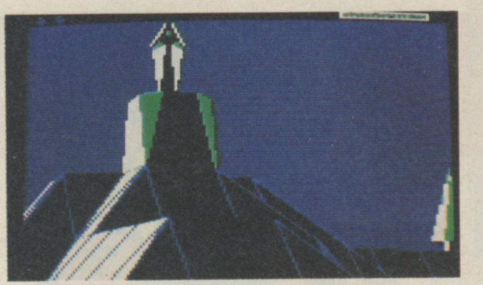
THE SENTINEL

FIREBIRD

Released: December 1986

Availability: Deleted

This is quite simply the best C64 game around. It's set on a staggering 10,000 individual worlds, each laid out like a huge three-dimensional checkerboard. The aim in every level is to occupy the highest point of the landscape so that you can hyperspace to another. Trying to stop you doing this are the Sentinel and its accompanying Sentries and Meanies – if they see you, they drain your strength until you die or move. All the characters in the game (including you, a Synthoid) function by absorbing and redistributing units of energy, found in natural objects such as trees and stones – and in opponents for that matter. It sounds complicated, but it's actually very simple to play. The only trouble is, it's practically impossible to stop – and anyone who likes to use their brains as much as their joysticks will feel exactly the same way.



'Oi, come here and say that.' *The Sentinel* doesn't respond to taunts, he just blows the crap out of you from a great distance

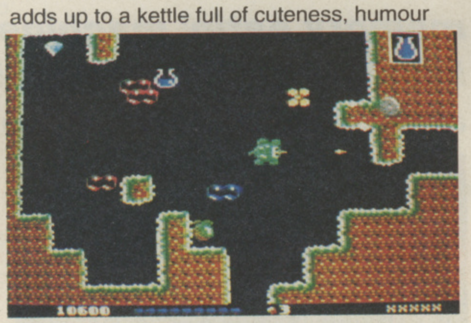
SLIMEY'S MINE

SILVERBIRD

Released: October 1988

Availability: Deleted

Slimey, a cute frog-like creature, is trapped in a deep–space asteroid belt. His only hope is to salvage space craft parts from the asteroid caves and build a new ship. A neat idea – but some of the caves are inhabited... And this adds up to a kettle full of cuteness, humour and frenetic *Robotron*-style shoot 'em up action. The presentation is superb: a mini sound utility on the title page, bags of sampled effects and some neat in-game touches, such as a snoring pause mode. All this for three quid. They don't make 'em like they used to... (drone, waffle, etc etc).



It may not look like anything special but *Slimey's Mine* is so polished, it made our reviewer wibble on like an old woman

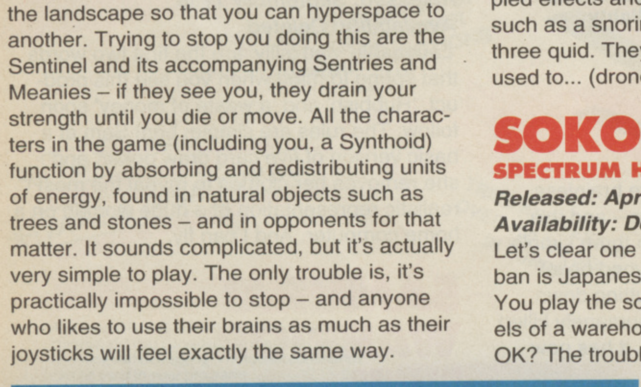
SOKO-BAN

SPECTRUM HOLOBYTE/MIRRORSOFT

Released: April 1988

Availability: Deleted

Let's clear one thing up straight away: soko-ban is Japanese for warehouse supervisor. You play the soko-ban, and there are 50 levels of a warehouse under your supervision – OK? The trouble is, someone has been leaving boxes lying around, and it's your job to clear them up. They are too heavy to pull, so you can only push them along to the right place – and that means game over if you accidentally shove one into a corner. This leads to one of the most demanding puzzle games around with a multitude of ways to attain points, including time bonuses, and limiting the number of moves and pushes. It's just plain silly that this didn't get the recognition that it deserved on the C64 – part of the reason is because it's only available on disk. If you can't find it for your fave computer, it has also been released for the Apple, PC and Gameboy...



It's more than your job's worth to let the warehouse get cluttered by boxes. Don your overalls and get shifting. But remember, one box in the wrong place could mean the boot

SPINDIZZY

ELECTRIC

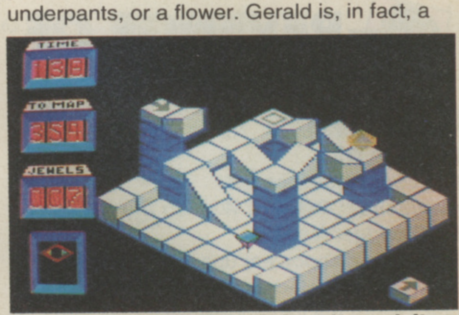
Released: June 1986

Availability: Winner budget label, 2.99.

Also appeared on* Five Star *and* Computer Hits 4 *compilations

If you were born with a name like Gerald you might think that there are worse things in life than wandering around an isometric 3D world of puzzles and platforms. And you'd be right: you could be a tunnel support, or a pair of underpants, or a flower. Gerald is, in fact, a remote droid given the irksome task of mapping over 300 screens, but most of his time is spent balancing on walkways, leaping on trampolines or teetering along slopes.The rules of his life are simple: if he falls off a landscape, he loses time; if his time runs out, he dies. If you have patience with the control method, this is one of the most enjoyable games you'll find anywhere – it's still tops in my house.

PS: *Spindizzy* is coming to a *CF* PowerPack real soon!



***Spindizzy* has real class. It hasn't aged, it hasn't been bettered, it's simply stunning**

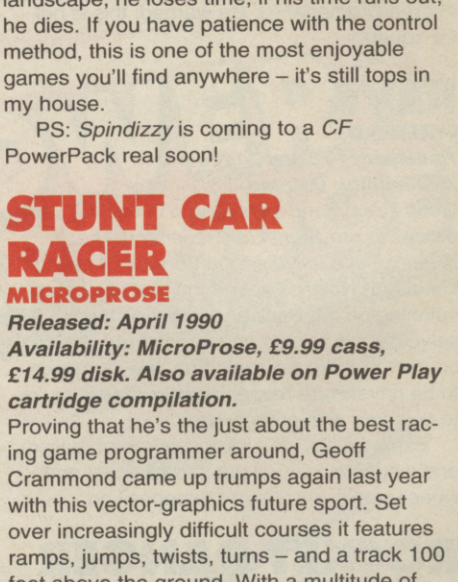
STUNT CAR RACER

MICROPROSE

Released: April 1990

Availability: MicroProse, £9.99 cass, £14.99 disk. Also available on Power Play cartridge compilation.

Proving that he's the just about the best racing game programmer around, Geoff Crammond came up trumps again last year with this vector-graphics future sport. Set over increasingly difficult courses it features ramps, jumps, twists, turns – and a track 100 feet above the ground. With a multitude of skilled opponents and superfast graphics, it conveys the action perfectly. Buy it, believe it, betroth it.



Buy, buy, buy, buy, buy, buy, buy, buy, buy. Got the message? Good. Bye bye

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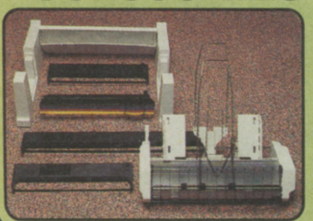

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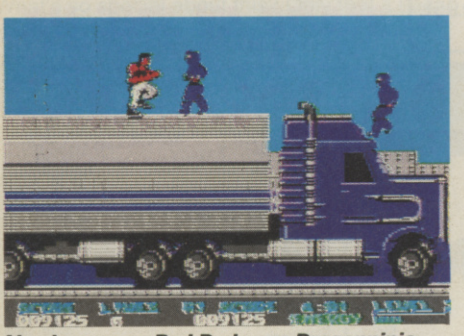
ROGER FRAMES
buys
Budjit Games

Some people only have to get their fingers burned in order to learn a lesson. Typically, however, our Roger had to go the whole hog. Whilst reading his own work in Commodore Format (the bighead) in his back garden, only partially protected from the sun's rays by the shade of a tree, he fell asleep and was done to a turn by the time he woke. Is he still sore? Read on and decide for yourself...



Also known as *Bad Dudes vs Dragonninja*, this coin-op convo has dudes, and is bad(ish)

DRAGON NINJA

The Hit Squad, £2.99

When you consider that the majority of Ninja games are crap (*Shadow Dancer* and *The Last Ninja* series being obvious exceptions) it's a wonder people keep writing them. *Dragon Ninja* is also guilty of deserving the C word. Now some might say that if it's a budget title, it doesn't matter. But when someone goes through hell playing a tedious game, I really don't think they'd say, 'Still it was only a complete waste of three quid.'

The graphics in this horizontally scrolling beat 'em up are pretty good: nicely defined hi-res sprites, well animated over a backdrop that is itself competently drawn. But, and it's a big but, it suffers like so many games of this type from poor collision detection. There is simply no feeling of contact when you punch an opponent and when that's the essence of the whole game, all the excitement is lost.

FRAME RATE

To be honest it's not a complete disaster and there are much worse games around. But I'm just a bit tired at the prospect of yet another mediocre game of such similar structure to all the rest.

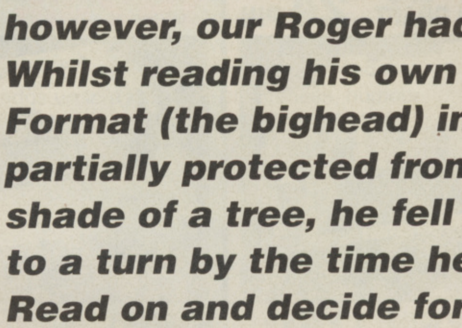
DRAGON NINJA 55%

LICENCE TO KILL

The Hit Squad, £2.99

Whoop de doo, another Bond title. I imagine you either love 'em or you don't. Personally I don't. The films are so action-packed they're just gagging to be made into games but the result is often a rather boring little driving game or mish-mash of disjointed arcade ideas. This one is a mish-mash of styles but, unlike many of the Bond games, isn't all bad.

Sanchez the drug smuggler is up to no good so it's up to Jimbo to kick his criminal ass. Three 'scenes' are each made up of sub-sections, where a combination of helicopter shoot-outs, running about on foot, and swimming for your life makes the challenge varied and interesting. Gameplay is fast, the graphics neat, and there's a distinctly arcade feel about the whole thing. At a budget price it could be hot to trot (*like you? – Ed*).



In the first tricky level of many, similarly tricky levels, James pilots his helicopter into the enemy camp. Looks nice but plays hard – you have been warned...

FRAME RATE

Yawn, James Bond, licence to keel over. Actually this isn't as snoozeworthy as the rest of the Bond titles so if you (a) like 007 and (b) can't choose which budget game to buy this month, give it a go.

LICENCE TO KILL 78%

ARKANOID REVENGE OF DOH

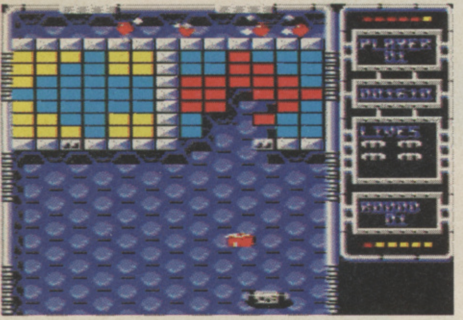
It's a Corker!

The Hit Squad, £2.99

I can't believe there's anyone out there who doesn't know what this one's all about. Still, for the benefit of Mr Eduardo Cortez of darkest Peru it's a *Breakout* clone with knobs on.

Ah, he looks so peaceful and serene when he's asleep (and his mouth's shut – Ed). If only our little penny-pinching pal hadn't ignored that special suncream offer...

Z Z Z Z Z
Commodore
CHOCKY MILK



As you destroy the coloured blocks, bonus icons (looking like Contac 2000 capsules) scroll down for a power-up. Touch this red one and it installs a machine gun in your bat

Breakout was a very simple affair involving a paddle a ball and several destructible blocks. Anyway *Breakout* died a death years ago. Then, not so long ago, *Arkanoid* came out and took the gameplaying public by storm.

This is the sequel and it's even better than the first. There are indestructible blocks and sliding blocks, power ups and bonuses up to your eyeballs, a host of hazards – including aliens – and reduced paddle size. In both graphics and playability this is a monster of a game and for only a few hundred pence it's a steal.

FRAME RATE

The graphics are great, there are oodles of features, it's hugely playable, more addictive than, er, a very addictive thing and, and... (*yes I think we get the message, Frames – Ed*).

ARKANOID REVENGE OF DOH **90%**

Oh dear. Boiled Frames á la carte. See, if Roger had been inside playing budget games instead of sunning his fat bod, then he wouldn't be in the state he is now. Let that be a lesson to you (bit of a crap lesson – Ed)

GALDREGONS DOMAIN

Players, £2.99

People who snigger at the 64's graphics ought to have a look at this. The subdued lighting of dank dungeons has rarely looked as good on a computer.

Galdregons Domain is a roleplaying game set over six zones. Action takes place in dungeon complexes, out in the fresh air or inside caverns. The scenario is briefly this: the evil wizard Azazael has been brought back to life and seeks five gems that will make him all-powerful. You have to get these gems yourself, thus saving the world. Pretty standard stuff. Each section contains various characters who you can either talk to or kill. Often they possess items which enable you to complete the sections, so killing some of them is absolutely necessary.

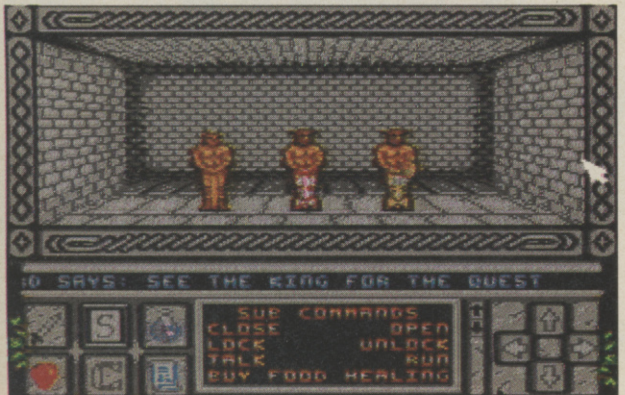
Control is handled entirely by way of clicking on icons. Four arrows represent your movement options which are turn right and left, move forwards and back. Other icons allow you to access your backpack to choose weapons, food and so on, read collected scrolls open doors, talk to people and any thing else that any adventurer worth his salt would need to do.

The graphics are gorgeous, the gameplay simple but effective and the adventure large. A budget bargain for RPG fans.

FRAME RATE

Games like this make my brain hurt (*that's because you're as thick as several dozen short lengths of timber – Ed*). Having said that, people who are into adventure games will love it.

GALDREGONS DOMAIN **85%**



Well, there's a surprise. The last thing you expect to see while indulging in a little adventuring is Bananarama performing a sinister gig for 'Azazael Aid'

SDI

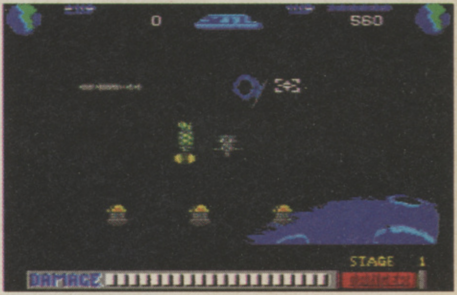
The Hit Squad, £2.99

Once upon a time a senile American actor who happened to get himself into a position of considerable responsibility went completely mad. After watching his favourite sci-fi movie he decided it would be possible to defend the Earth from nuclear attack by positioning a bunch of laser firing satellites in space. Needless to say everyone but the loony himself knew it wouldn't work except perhaps in a computer game. And, by some incredible coincidence, here it is...

The game starts with a shuttle dumping your satellite in orbit. From here on in you're on your own. The controls are a bit odd, in that moving the joystick moves your satellite but pressing fire while you're moving the joystick aims a crosshair. It's because of this that at times you can be so intent on blasting things you completely forget to release fire to move the satellite out of harm's way.

Each level consists of two stages. First you play the offensive stage where you have to destroy various satellites, rockets, missiles and other space debris. Clear all of it and you go straight to the offensive stage on level two. Miss some of it though and you have to suffer that level's defensive stage. The defensive stage is pretty much the same as the offensive one so effectively it merely doubles your workload.

Collect bonus pods and you can get your paws on extra speed, multiple crosshairs and other worthwhile trappings. It's an odd game: basic but effective graphics, basic gameplay and a control method that is anything but basic. Despite this, it's playable, it's fun (especially in two-player mode) and what's more it's dirt cheap.



'Gee, Don... Where's the Wookie?'. This is about as close as Ronnie Ray-gun's Strategic Defence Initiative got to reality

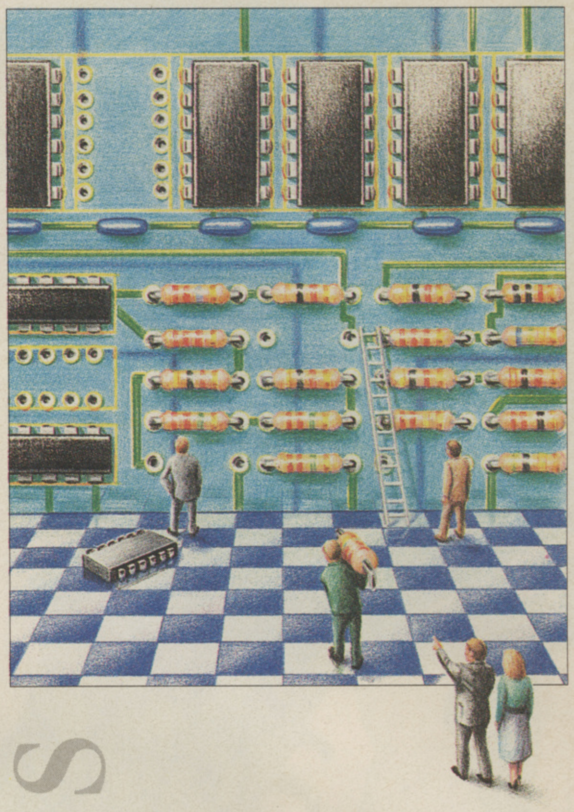
FRAME RATE

It's a jolly little blast with fairly good graphics and sounds. It makes a good first impression but I can't see interest lasting.

SDI **64%**

Commodore FORMAT
HACK ATTACK ● FANTASY SPECIAL

C64 Repairs



If something is wrong with your Amiga 500 or C64, who better to turn to than the Commodore National Repair Centre.

For all repairs to your computer, one low payment covers diagnosis, repair (including parts and labour) and delivery back to you.

And, as a special bonus, you can receive a free piece of software if you contact us before 18th June 1991.

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To schedule a repair and claim your free software, simply call Michelle or Matthew on 0733 391234.

Please be ready to give your name, address, computer type, serial number and the type of fault.

The cost is £49.95 for an Amiga 500 and £39.95 for a C64. Payment can be made by cheque, postal order or credit card.

And remember, if you call before 18th June you can claim a FREE piece of software.

FREE SOFTWARE

C64 REPAIRS

Commodore National Repair Centre
0733 391234

FMG House
Newcombe Way, Orton Southgate
Peterborough PE2 0SF

£39.95 COVERS ANY REPAIRS

I PLAY 3D SOCCER

This game's manual has to be read to be believed. What with it being translated from Italian and originally written by Nostradamus it makes no sense whatsoever to anyone other than intellectual Latin-folk. It contains such classic lines as 'I, has a fully subjective prospective [sic] of the game and therefore "I" becomes the actual sportsperson, the real actor in the game.' Wot a load of pretentious old crap.

Hack your way through this self important rubbish and you get a game, a football game, that is viewed from behind one of the players rather than from overhead as is usually the case. After the game has loaded, turn the page on your calendar and shave off your beard (*I think Andy's trying to tell us it takes a long time to load – Ed*).

Eventually, a series of menus allow you to choose which game options you require. First choose your team. From a scrolling list of about three billion European teams you have to choose one, then specify whether you're playing alone, with a friend on the same team or with a friend on the opposing team. You set up the game options next. These include game length, difficulty, shirt colour, substitutions and playing position. I found attack to be the best as you're a part of the action right from kick off.

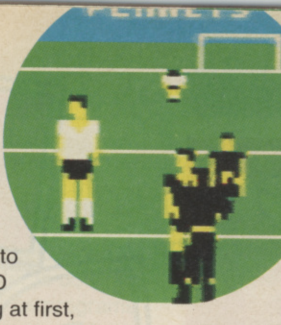
The joystick controls are very simple. The eight stick positions correspond to the direction you want to travel. If you have the ball it sticks to your feet like glue, so you only have to concentrate on dodging the opposition. When you want to pass the ball, simply make one quick press of your joystick button and it will be passed to your nearest team-mate. As you approach the goal to take a shot, press the fire button and keep it pressed. At this point a targetting square appears in the goal mouth. This can be moved right and left with the stick. To take a shot at the goal, let go of the button. You have to do all this quickly or an opposing player wrests the ball from you while you faff around.

If the other team is in possession, approach the bloke with the ball. Then, by pulling down and pressing fire, you perform a sliding tackle. This has one of two outcomes. Either it's successful and you get possession or you went in a bit hard and a free kick is awarded to the other team.

Goalies are computer controlled (and very good they are too)

The final, possibly most useful play option is needed when one of your own players has the ball and you want it badly. Press fire and tap the stick down. This has the same effect as shouting, 'Over 'ere, son. On me 'ead.' The player with the ball should, with luck, pass it to you. However, one of your opponents may intercept the pass.

Penalties are carried out in the same way as normal shots at goal – except there's no opposition. Incidentally, goalies are computer controlled (and very good they are too). Throw-ins are also handled well enough by this busy little program.



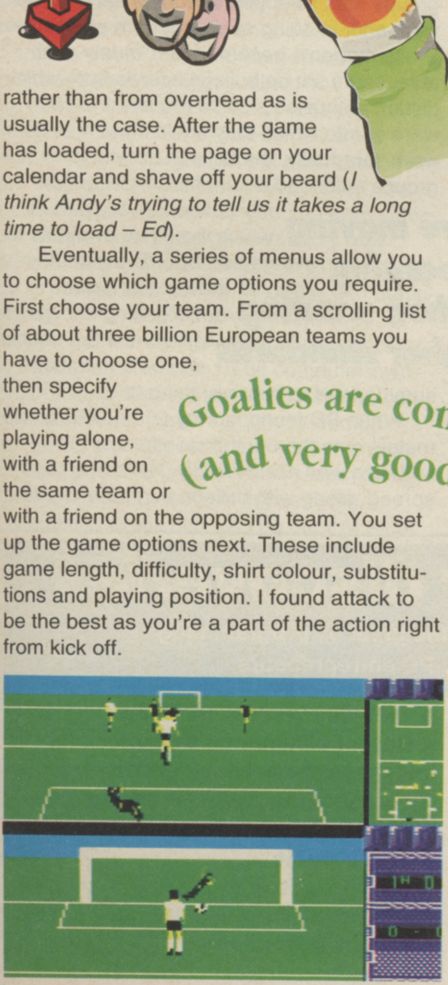
Confused? Don't worry, it doesn't take long to make sense of *IP3DS*

Once into the game it takes a *long* time to get used to the pitch presentation. The 3D effect can be a bit bewildering at first, especially when you lose possession – the ball disappears from sight and the only way to find out where you are is to look at the scanner. Unfortunately this is cluttered and therefore takes some getting used to. But before long tracing the path of the ball becomes second nature.

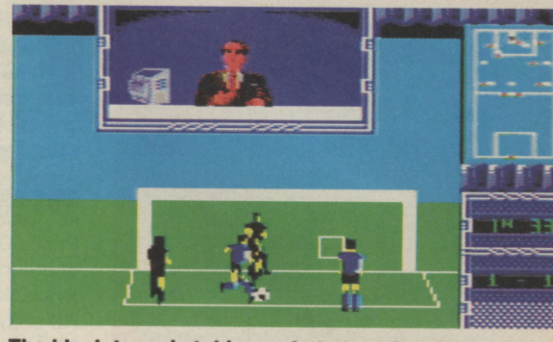
The sprites are a bit blocky and the scenery basic, but despite all the action going on, it plays quickly and you soon overlook shortcomings in the visual department.

Though *3D Soccer* beats games like *Gazza II* to a pulp, the limited range of moves coupled with the brave screen format may combine to put off those soccer sim fans who have come to expect the all-encompassing features of *Kick Off 2*. This game only just fails to achieve what it sets out to do (and designing a football game handled from the player's perspective is a tall order). It's a pitch worth peeking at even though the graphics came close to scoring an own goal.

ANDY



The two player option. Note the different viewpoints and the way the goalie looks like a sausage in the attacker's eyes



The black team is taking a shot at goal and the goalie is nowhere to be seen. Press fire and position the square for the most effective shot

Game	***I Play 3D Soccer***
Publisher	***Simulmondo***
Cassette	***£10.99***
Disk	***£15.99***

POWER RATING

THE DOWNERS...

- Lack of detail graphically
- Strange display may confuse and put many off
- Simplistic gameplay becomes as repetitive as World Cup highlights
- The scanner ain't too clear
- No way to set up a league

100

71%

0

- **Once you've familiarised yourself with it the display becomes effective**
- **Good range of teams to choose from**
- **Split screen two-player option is fast and fun**
- **Intelligent computer teams**
- **Good goalkeepers often save the day (pharp)**
- **Being able to call for the ball means you need never be left out of the action**

...AND THE UPPERS

PUBLIC DOMAIN

David Dewar ***ventures into the lair of demos, utilities and games that don't cost an arm and a leg but which can't be found in the shops. For all these treasures are to be found in the twilight world of the Public Domain...***

If you need to stock up on your software collection but don't really want to fork out a fortune for decent programs then there's one quick, simple and above all very cheap way of going about it. The answer is public domain software (PD). But what if you don't even know what PD is?

PUBLIC DOMAIN

Public Domain software consists of all kinds of programs that have been made freely available by their authors. Programmers of PD software don't charge for their hard work. They don't expect financial.

Many PD programs were written to meet programmers' needs and are subsequently released into public domain so that others may benefit from it. Other programs may have been created simply to show off a programmer's talent – maybe so much so that his work comes to the attention of a software house, who knows? Others are written just for fun. All these programs are placed in the public domain in the hope that people will copy them and distribute them. This way the program comes to the attention of as many people as possible.

> ***PD writers were moving with the times, learning from each other, wanting and expecting higher standards***

WHERE IT ALL STARTED

PD originated in America after many eager enthusiasts who had spent time learning to program wanted other people to see and use what they had created. As this was no more than enjoyable hobby to the enthusiasts, they saw no point in trying to sell their software. Much of it had little or no commercial value anyway. Instead, user groups emerged. User groups met, swapped or copied each others' work and, in doing so, learnt from each other.

As modems became more widely available, users set up bulletin boards from which distant enthusiasts could retrieve PD software or into which they could send their own work. Gradually, the bulletin boards and user groups extended an unofficial network of information, every part of which would be available to every user. But PD distributes slowly. For a start, downloading a long program over the phone can be a time-consuming (and expensive) thing to do.

When PD found its way to the UK and ultimately onto the 64, the standard of PD software was rising rapidly. Networks soon spread, along with bulletin boards and with

DEMO LINGO

Whilst watching demos, you may encounter words you don't understand. Here are some of the most common ones.

ZAK/ZAX – Another word for music. It originated from the word muzak.

HANDLE – Instead of using real names, demo programmers often have handles, alter-egos under whose name the programmer's work appears. Programmer Tony Crowther, for instance, is known as Ratt.

DEMO CREWS – These people are coders, artists, musicians and swappers who join together to make demos as a group.

LAMER – A lamer is someone who is big headed, has a tendency to use other people's code and claim it as his own work. Not surprisingly, lamers are universally disliked (or at least poked fun at).

RIPPED – When code, graphics or music is taken out of someone's demo and used in someone else's, that material has been ripped.

SPREAD – When demo groups have finished a demo, they send copies of it to their friends and contacts who will then copy and pass on the demo to their friends and contacts. This continues down the line so that as many people as possible get a copy of it.

PARDEY – These are parties where groups meet and hold various demo competitions to find out who people think are the best demo creators.

FLI-PIC – This is a term for an amazing utility which allows an artist to draw a hi-res picture with an unbelievable number of colours – 16 in each 8x8 square. Not bad, eh?

PD LIBRARIES

Silver Wing Software, 185
Callowbrook Lane, Rubery,
Birmingham B45 9TG

Kingsway Computer Services, 72
Glencoe Road, Sheffield

Binary Zone, 153 Farriers Corner,
Westlands, Droitwitch, Worcs
WR9 9EX

E Masaba, 84 Garmoyle Road,
Liverpool L15 3JH

Phoenix, 64 Plumberow, Basildon,
Essex

Demo maker discoveries

A brief mention of some of the great 64 programming discoveries made by PD entrepreneurs

- **Putting more than eight sprites on the screen at once**
- **Scrollers using screen colour**
- **Rapid palette switching to produce more than 16 colours**
- **It's possible to have 25 on-screen DYCP (different y-axis char position) scrollers each with a different speed and colour**
- **Screen wobble over 8 pixels (known as tech tech)**
- **Two-way vertical scrolling**
- **Border elimination that effectively increases the available screen area**
- **Screen plots that form mathematically calculated shapes with over 600 dots per frame**
- **DYSP routines (different y-axis sprite position) which are used to create fancy text scrollers**
- **BOBs that animate hi-res 3D shapes (usually balls!) in realtime**

user groups. The two most famous networks were professionally run and very exciting. Micronet offered access to almost every user but Compunet was the exclusive domain of Commodore 64 users. It was extremely sophisticated and enjoyed tremendous success as long as five years ago. Sadly, Compunet is now history, but it contributed enormously to users' awareness of PD, made vast numbers of PD programs easy to get hold of and encouraged thousands of programmers and C64 using enthusiasts to get the most out of their machines.

> **It's common for efforts to be combined into multi-load extravaganzas occupying as much as two sides of a disk**

Ironically, a new era of quality 64 PD began at around the time the Amiga was released. Original well-programmed machine code software began to filter into the public domain. PD writers were moving with the times, learning from each other. They also experimented more with new techniques and ideas. Luckily for us, 64 PD is alive and well and can be broken down into three types of PD program.

DEMOS

A demo either shows off what the computer is capable of doing, what the programmer is capable of doing – or preferably both. Demos often come in the form of graphics displays, music or demonstrably clever coding. Many consist of all three. But they aren't the kind of playable demos you get on a *Commodore Format* PowerPack – PD demos are visual and aural extravaganzas which you just load up then sit back and watch or listen to.

Some people think that demos are a waste of time. They point out how many there are that look and sound similar. In fact, the more comparable demos you see from different programmers just goes to show how people have learned to make their computers do whatever they can by following and participating in PD. Many clever effects used in today's games were developed by pioneers in PD demos. Despite 16-bit computer owners boasting about what their machines can and cannot do, the 64 frequently demonstrates its capacity for doing more than was thought possible (and in some cases, things that Commodore thought impossible!).

Writing demos can also be the first step for those who are keen to code, draw graphics or make music on a professional basis. Tony Crowther (Ratt), Bob Stevenson, Maniacs of Noise and Matt Gray are just a few of many professionals whose early work was distributed through the public domain. It's just such a good way of getting other people's honest responses to your work.

If you'd like to see more coverage of Public Domain software in *Commodore Format* or if you've got some PD material you'd like to show to us, why not write to:

David Dewar,
Public Domain
Commodore Format,
30, Monmouth Street,
Bath BA1 2BW

UTILITIES & GAMES

Utilities are programs that can help when you're trying to get the computer to do something in particular, or they may be programs that allow you to use your computer to help you do something you never imagined using your computer for. A sprite editor that lets you draw sprites simply with the aid of a joystick and then saves the sprite so that you can use it in another program is an example of a fine utility. It certainly relieves the drudgery of having to type in the sprite as a long list of meaningless DATA statements.

The list of utilities goes on and on, from word processors to de-buggers, disk editors, file recovery programs. You name it. The PD scene has every imaginable utility on it, many of which are as good as their commercially available equivalents (and that's true for PD software of all types). Check out some.

The same goes for the last type of PD software. Whatever your gaming tastes, there's bound to be a PD game to take your fancy. The quality of these games is perhaps surprisingly good when you consider that in the shops, there's tough competition between titles ranging from £3-20 pounds (and some of them aren't very good).

It's surprising how far C64 demos have come over the last few years. When will it all stop? Well new and more powerful routines for demos are being found all the time, so it's going to be a fair while before demos finally stop demonstrating.

PD LIBRARIES

Public Domain libraries concentrate on getting their hands on everything they could in PD, cramming compilations of programs onto disks and then making those disks available to the user. This removes the high cost of downloading a lot of programs from a bulletin board and makes the software easy to get hold of. PD libraries usually cover their costs by selling the disks they collect as blanks, so you can reformat the disk if you don't want to keep the programs that were on it and the libraries aren't crippled by the cost of disks.

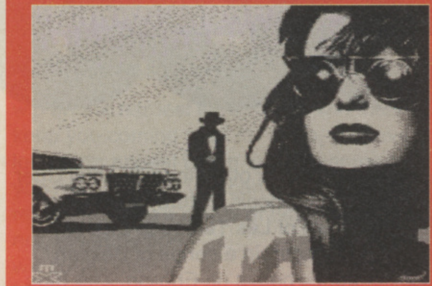
C64 PD

There's good news for those of you who've been encourage by this article to try out PD software for yourself. Send an SAE to any of the addresses on this page for a free list of what they have on offer. Prices usually start from about £2 per tape or disk.

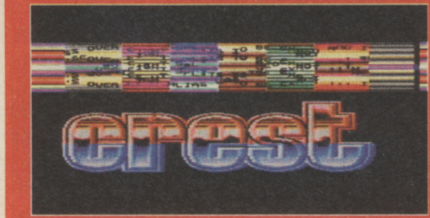
Maybe you've just got an idea of what PD is and now you think you'd like to try some. Maybe you're thinking that it was about time *Commodore Format* addressed the subject anyway. Whatever you think, write to me at the *Commodore Format* address. I won't be able to reply personally but if there's enough response I might just come back (editor willing) and discuss what's happening on the PD scene.

PD PICTURES

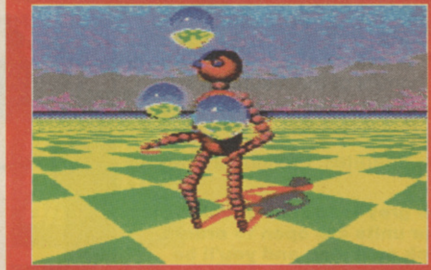
It's hard to imagine how good PD software is until you see some. So we've picked out a few choice views from some of the currently circulating demos for you. Froth over them in the privacy of your own home!



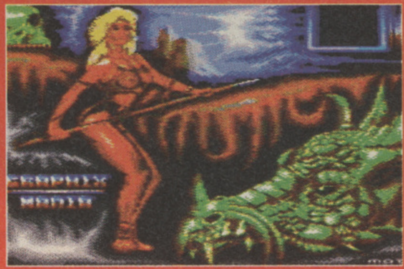
Rob Whittaker's Ginger Fox is a blast back to the fifties complete with film noire monochrome



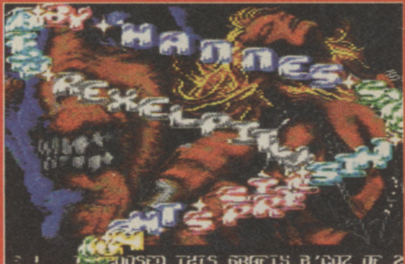
Germany's mighty Crest crew have a say with their DYCP scrolling demo on a rainbow background



Tony Crowther shows off animation in stunning hi-res with a C64 version of The Juggler



Super Cool graphics make their way onto the 64 thanks to the efforts of Mat of MDA



Hannes Sommer demonstrates his own sprite multiplexor routine and pushes the 64's graphics to the limit

NORTH AND SOUTH

A Belgian comic strip inspired American Civil War game, eh? Well it sounds weird and wonderful. But is it Yankee Doodle Dandy or a load of Bull Run? Does Infogrames' mix of arcade and strategy clash or conquer? With a rebel yell, our reviewer jumps into the fray

Few people other than Chantal Cuer and Francois Mitterand will have heard of Les Tuniques Bleues. They star in a series of Belgian comic books (in English, The Blue Jackets) which take an unusually light-hearted look at the American Civil War. Over 30 have appeared in the series so far.

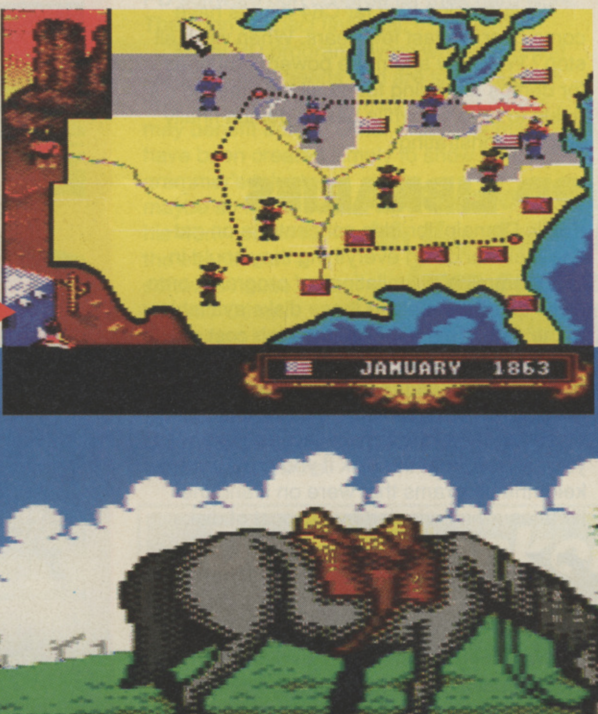
This collection of cute cartoon characters has been translated into the strategy game you see here.

Before you yawn and turn the page, we're not talking about a hexagons-and-blobs affair with damage points and a 1000-page historical manual. No, this is a curious combination of boardgame-style deep thinking, and some neat arcade sequences to boot.

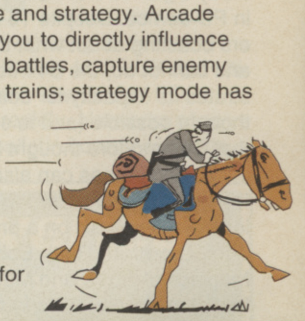
Just like the comic which inspired it, the game is deliberately scanty on historical detail. What it does contain is two opposing sides battling for control of the disunited states of America: you can choose to play either the Yankees or Confederates, entering the war at any one of four years and three difficulty levels. The aim is to capture territory until all enemy forces have been sent to the great firing range in the sky. (Well, now you've got no excuse for not knowing your objective.)

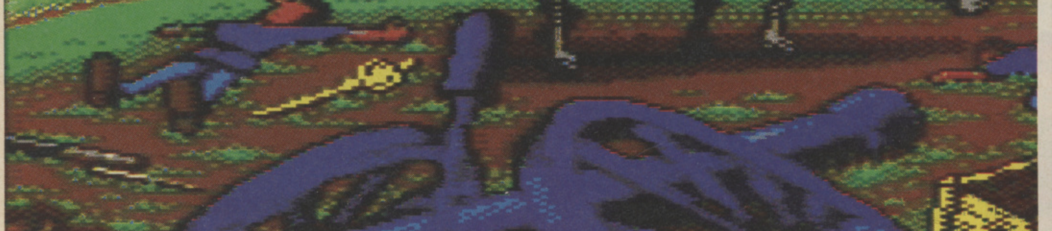
The course of events is mainly directed from a map screen which shows all the states and troop positions and reveals who occupies what. Each soldier on this map represents a platoon of riflemen, cannon and cavalry – and it's their job to capture adjacent territories. That's not all: the more troops you have, the more chance you have of winning, but the only way to get more troops is with hard cash. Cash drops magically into your coffers only when you establish a rail supply line – so it's a wise idea to occupy states with rail lines in them as soon as possible.

There are two basic ways of playing the game: arcade and strategy. Arcade mode allows you to directly influence the course of battles, capture enemy forts and raid trains; strategy mode has no arcade sequences, gauging the success of your actions according to probability – for example, the

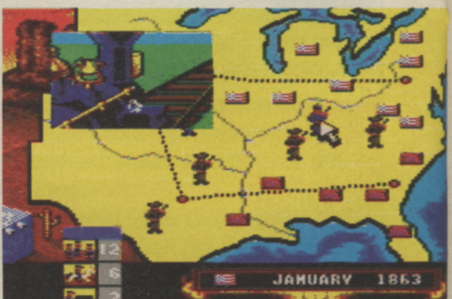


The grey areas show which of your units are open to orders. Click on a man and you'll be shown the areas you can move into. Judging from the pointer this bloke's about to desert

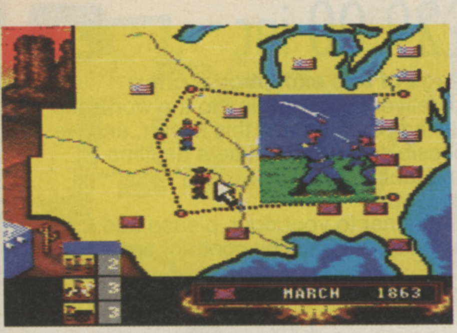




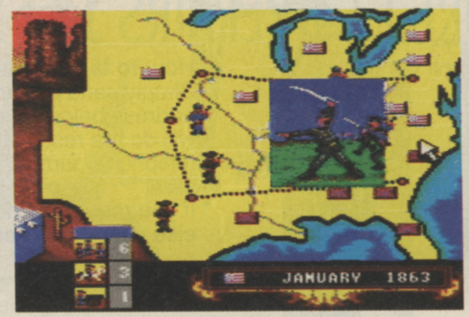
Ah those hazy, lazy days of summer. After a humiliating defeat, one of our boys in blue decides to lay back and take it easy. He's staying awfully still, though. Perhaps he's just a heavy sleeper



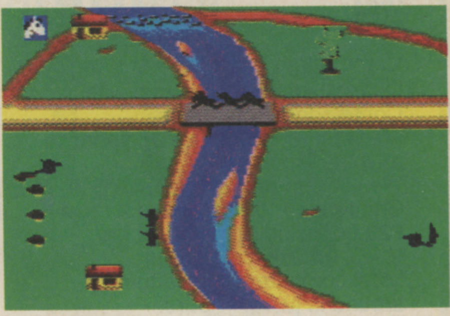
The train is on the move, shuttling much needed gold to your opponents



CHARGE! When you give the order to attack you get to see an animation of your charge



... which zooms swiftly across the screen to reveal the poor blighters you're attacking



Then it's into battle. Move your unit using the joystick but beware of the river

more troops you have, the more likely it is that you will win a battle. In effect, this mode is virtually redundant: it cuts out a lot of disk loading but it also lessens the atmosphere and sense of involvement.

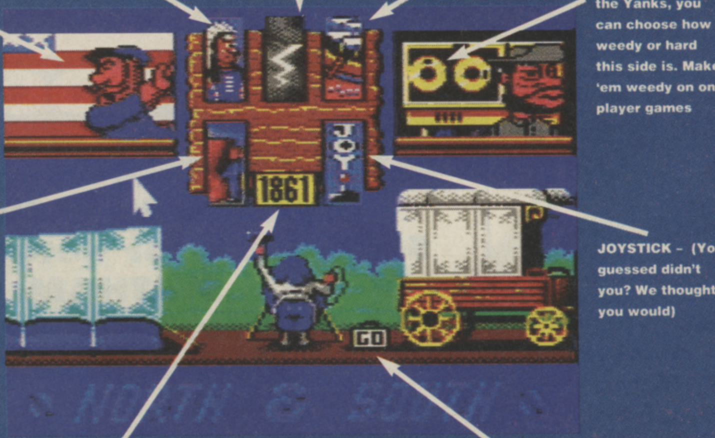
You can also include random elements – such as clouds, neutral opponents and supply troops – for a bit of spice (see *Don't get into a state*).

All these factors make *North and South* one of the better-presented games around. It has a neat intro sequence, a cleverly designed options screen (try tickling the photographer's fancy for a few Terry Scott-style laughs) and some excellent cartoon sequences – all nice touches.

But the basic gameplay isn't quite so impressive. Once you've sussed out how to win on the hardest level, there isn't much to keep you coming back for more. However, long-term appeal lies in two-player mode: if you have a friend you can play the game with regularly, there's plenty of fun to be had. If not, the attraction will surely fade all too quickly.

GORDON

Don't get into a state



INDIANS (which, of course, they're not) – Selecting this at the start of the game means they want to have a bash, too, making everyone's life harder (*surely that's 'shorter'? Ed*)

CLIMATE – Whether the weather be cold, or whether the weather be hot, it'll still mess you up a treat. Select it and be damned

OVERSEAS AID – Select this and the filthy southerners occasionally receive reinforcements from across the pond

YANKS – You can select the strength of your army here. The uglier the mug, the harder you are

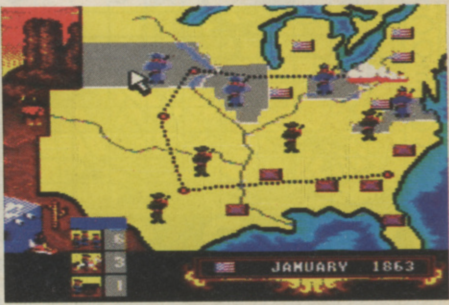
REBS – As with the Yanks, you can choose how weedy or hard this side is. Make 'em weedy on one player games

ARCADE – Mercy, you can even decide if you want to play in strategy or arcade mode

JOYSTICK – (You guessed didn't you? We thought you would)

DATE – No, not the dried fruit but the starting year of your game. The initial set-up will depend on which year you choose (and it's all historically accurate).

GO – When you've made all your other choices, click on this and cleave through the Confederates



Hanging about here is a big mistake really, as Indians tend to attack hapless Yanks

Game	***North & South***
Publisher	***Infogrames***
Cassette	***£10.21***
Disk	***£15.32***

POWER RATING

THE DOWNERS...

- Multiload is an intrusion for disk owners, and an unnecessary burden on cassette users
- Once you've sussed out the hardest level, there's little to draw you back
- A couple of the arcade sequences are too easy

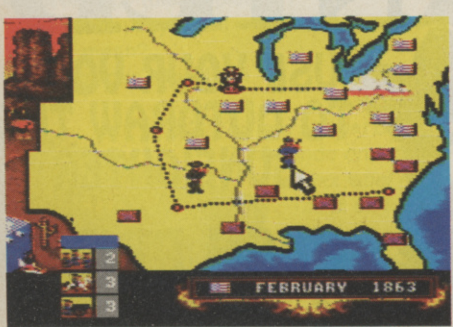
100

69%

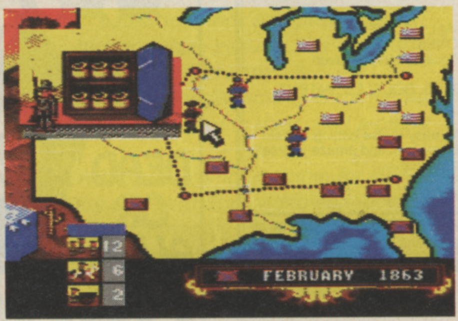
0

- **Neat cartoon style**
- **Four difficulty levels**
- **Three skill levels for human or computer players**
- **Two-player mode extends the lifespan**
- **Optional features spice up the action**
- **A choice of games: strategy only, or arcade-style**
- **Good sound effects**
- **Excellent demo mode**

...AND THE UPPERS



Here it has a clear run to its destination. Stop it getting there to hinder the enemy



The loco got through and the Confederates are laughing all the way to the bank

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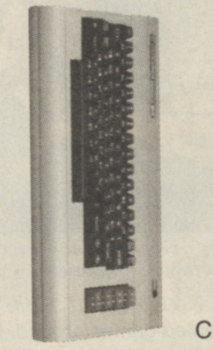

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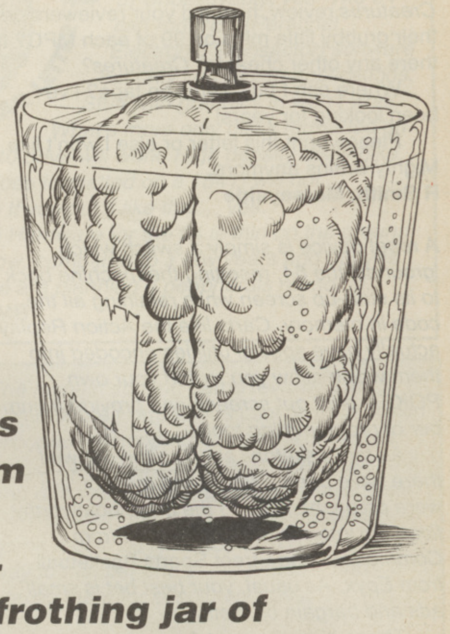
The Mighty Brain

Mortified by mundanity? Bored with banal breakfast ideas? Lost in lethargy? Behold! The Mighty Brain is among us with his words of wisdom (for a small fee, he also does after-dinner speaking). Write to him in his frothing jar of formaldehyde at: Commodore Format, 30, Monmouth Street, Bath BA1 2BW



BIGGER K?

Dear MB

For four years I was the embarrassed owner of a C16. Then I swapped it for a C64 (it's a long story). I have had it for over a year now and want to expand my memory. I have looked through your cool mag and have only found expansions for Amigas. Please could you tell me the greatest expansion for the 64, how much it costs and where the nearest place is for me to get one?

Also, please, please could you tell me where I can get hold of the tape version of Firebird's *Elite*. If not then if anyone out there has it for sale, I would be willing to buy it providing it is all there.

Jamie Edwards, 23 Meadow Drive, Market Weighton, York YO4 3JX. Tel: 0430 871148

Memory upgrades for the 64 are about as rare as chicken legs (that's chicken lips – Ed) so your best bet is to try and get hold of a C128. I presume you want to write your own programs (though how you're filling 64K is beyond me). The C128 has twice the RAM of the 64 and also has a better version of BASIC. However, you're going to have to look long and hard to find one.

TMB

EURO VIDEO

Dear TMB

As you have a very, very, very high IQ (*that's true – TMB*) I thought you might just be able (if you have enough time, that is) to answer my questions.

1) Has *Bionic Commando* been deleted?

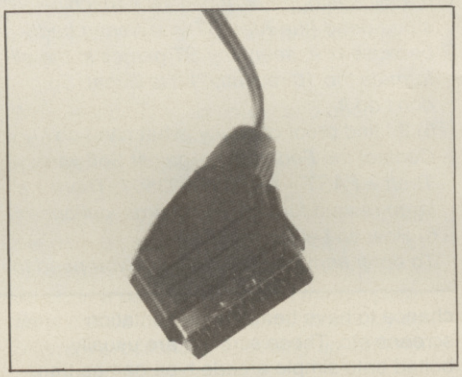
2) If not please could you give me the address of the company that sells the game, or a free copy (plead, plead!?)

3) Please could you tell me what PAL and SCART mean?

David Brooks, Redditch

BIONIC
COMMANDO

Fighting on: US Gold's *Bionic Commando* on a mission behind budget software lines



The SCART's day is coming: also known as Peritel, this plug could clean up your act

1 & 2) You can still get Bionic Commando *on the Kixx label (US Gold: 021 356 3388).*

3) PAL is the European standard television system. This stands for Phase Alternation by Line and (very basically) means the signal for each line of the picture is sent at 180° to the last, making them easier to check and providing a better, higher quality picture. The standard employed in USA and Japan is NTSC (National Television Standards Committee) which, you'll be happy to hear, isn't a patch on ours.

SCART is the common name for PERITEL – the standard Euro video connector – which was invented by Phillips at their Eindhoven plant. The RGB SCART lead provides a really sharp picture when connected to a SCART monitor or telly. It's also the standard S-VHS video connection.

TMB

EXPAND-O-SPRITE

Dear Mighty Brain

I think *Commodore Format* is the best mag about. There are a few questions I would be grateful if you could answer:

1) I am having some trouble with a sprite which I programmed my C64 to do. In the C64 manual it tells you how to enlarge the sprite but not it still isn't big enough. The poke was: POKE V+23, 4: POKE V+29, 4: REM EXPANDED SPRITE. Please could you give me a POKE which will make the sprite bigger still.

2) I was thinking of buying an Action Replay mk VI. I live near Bournemouth and I don't know a computer shop which sells them. Please could you give an address.

Brent Campbell, Ferndown

1) Now don't you think you're being a bit greedy? The 64 is being pretty generous expanding the sprites in the first place and now you want them even bigger! Unfortunately, this ain't gonna happen: expanded sprites are a function of the VIC chip and it only does double-sized sprites.

If you want a large character, why not try using several sprites joined together? Once you've got the hand of that, you'll probably never look back.

2) The Action Replay is sold by Datel – look for the ad in this very issue, or call their hotline on 0782 744707.

TMB

➤

INQUISITIVE CREATURE

Dear Mighty Brain
I am currently in a bit of a dilemma. May I be so bold as to trouble you with a few trivial questions? Anyway, here I go:

Could you give me a run-down of all the basketball sims on C64 tape and tell me which is the best in your opinion? (How would I get hold of the best?)

On the screenshot of the shop in your *Creatures* review, how did your reviewers get their grubby little mitts on 99 of each MPC? Is there any other cheat for *Creatures*?

Where can I buy *Tetris* on tape? I've been looking for years!

Please print this letter or else I won't like Mighty Brains anymore.
R Smith, Merseyside

A reset device is simply a switch which 'grounds' the 64, resetting the machine back to its start-up screen while retaining all the code in memory. Carts like the Action Replay actually have special utilities encoded into them which allow you to find your own POKEs, print out screens and provide a number of programming tools.

As for basketball sims on the 64, well there have been a few – and most of 'em were crap(ish). Among the more noteworthy titles are International Basketball *from Commodore and* Street Sports Basketball *from Epyx. As usual, your best bet is small ads and bargain buckets.*

Those nice chaps at Apex sent us a special cheat version of Creatures *so that we could see all the features – however, Thicky Dyer has some good news for* Creatures *fans over in the GameBusters section…*

Tetris was originally released by Mirrorsoft, but has since made its way onto budget, courtesy of the Mastertronic label. If you can't find it in the shops, give Virgin (they handle Mastertronic) a call on 071 727 8070.
TMB

Brain Storm

To save you writing in with the same old questions every month, here are the Brain's answers to the ten most asked questions:

1) Can you plug a C64GS game cartridge into the C64?
Yep. Plugs straight in, no problem. Simple as that.

2) What's your favourite game?
I don't have an all-time fave, but the game I was most impressed with recently was Supremacy*: a smart strategy game with plenty to get the brain cells into. My choice from this issue has to be* HeroQuest*. It's brilliant – even by my standards.*

3) How do I become a computer journalist?
Send your CV (Curriculum Vitae) and an example of your written work to the magazine you want to work for. If you're very, very lucky (and talented) you just might get a job as a lowly staff writer. You should also look out for jobs advertised in all of Future Publishing's titles every month.

4) Is piracy really such a bad thing?
Yes. It stops programmers earning the money they deserve. It stops publishers from having the funds to invest in bigger, better games. It can persuade software houses to stop writing games for your machine altogether. It can kill a machine stone dead (the Atari ST is suffering badly because of it; seen any ST games in the all-formats top 10 recently?) It is illegal. So don't do it.

5) If I find proof of piracy, what can I do?
Contact the Federation Against Software Theft – FAST – on 0386 833501. There's a large reward for successful prosecutions.

6) How do I enter POKEs?
To enter some game cheats all you need to do is type in the listing, RUN it and load the game. Other cheats require that you break into the game using a reset switch or cartridge (like the Action Replay or Power Cartridge). A reset switch (which simply stops the game from running) requires a SYS number to restart the game, whereas cartridges can restart the game automatically. Versatility, that's what it is.

7) My copy of (insert game name here) won't load. What should I do?
In most instances this is the fault of the tape deck. The utterly inept C2N only needs an ant to cough 600 metres away for it to stop loading. 1) Check your tape head azimuth alignment. There are kits available to help you to do this. 2) Take the game plus receipt (you did keep it didn't you?) back to the software store and ask for a replacement. 3) Send the fully packaged game back to the publishers (their name and address should appear on the box or in the instructions) and ask them to send a replacement. 4) Panic.

8) My Powerpack tape is faulty. What should I do?
Well, if you're sure that it isn't your tape deck or the head alignment, pop your tape (without the box) into an envelope and send it, ***with a self-addressed stamped envelope please*** *to Ablex Audio Video Ltd., Harcourt, Halesfield 14, Telford, Shropshire TF7 4QD.*

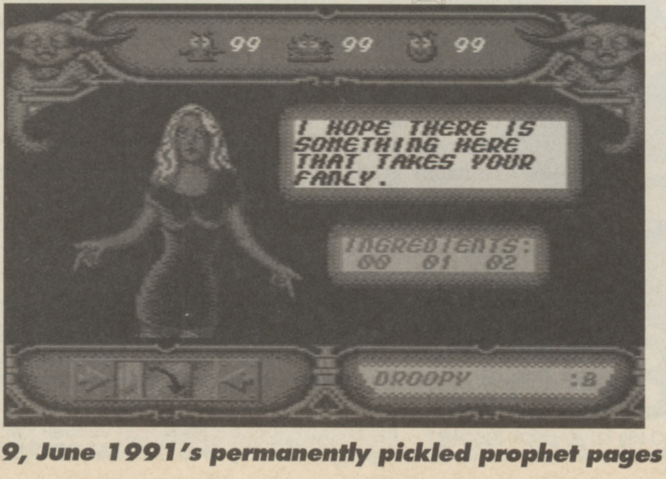
9) Can we have a demo of (insert name of five-month-old game here) on the next covertape?
We always try to have demos of games that are being reviewed that issue, or the issue after. There's no point putting a demo of an old game on the tape when a lot of readers will already have it.

10) Do you have a cheat for (insert any game name here)?
No. That's Thicky Dyer's task. Write to the vegetable at:
Samaritan's Corner, GameBusters,
Commodore Format, *30 Monmouth Street,*
Bath, Avon BA1 2BW.
TMB

CON-CENSUS

Dear Brain
Your letters pages is like the Census: full of jibbering imbeciles asking millions of stupid, petty questions. Whatever happened to informed, inquisitive debate? To hopefully start the ball rolling, here are my views on the C64 cartridge.

A waste of money and resources. Is it really worth spending £25 on a game of far less quality than one of an equal price, for the Amiga. The games player would much rather upgrade to a 16-bit machine than pay £10 extra for a game which has only one distinct advantage: instant loading. Even this does not stand up to scrutiny – the much cheaper format of disk gives you loading which is only a few seconds slower than cartridge. Aha! You say cartridge gives you the chance to have beautiful presentation screens etc. These screens are usually bolted onto simple arcade type games transferred to cart. For that price, games should not be completeable in a couple of hours. They should offer in-depth, involved gameplay which is only available in strategy or adventure games. But these usually involve game-saves and the use of the keyboard – both of which are unavailable on cartridge. No wonder System 3 have given up on it.
Nizam Ahmed, Middlesex



I HOPE THERE IS SOMETHING HERE THAT TAKES YOUR FANCY.

A feast for *Creatures* fiends: see Inquisitive Creature and Andy Dyer's Gamebusters on-going exposé

You make some good points, Nizam but some of your letter 'doesn't stand up to scrutiny'. The Amiga doesn't have anything to do with this subject (and your reason for upgrading would be fine if it were true). There's no way disk loading is 'only a few seconds slower than cartridge' – come on! You can have beautiful presentation on cartridge or disk and games on either format can be 'simple arcade type', good or bad. Neither format has a monopoly on depth or involvement, though I agree that game-saves offer a particular kind of involvement. Oh, and System 3 haven't given up on anything.

Still, you wanted lively debate. Now you should get it. Other readers can come to your defence or disagree.
TMB

BOOK 'IM BRAIN-O

Dear Brain

Just a few questions from a newcomer to the C64 (though it's an old C64 I've got!).

1) Is the 1531/II the only fully compatible disk drive still available for the 64, or is the Oceanic 118N just as good/better?

2) Can you recommend a good reference book for the 64, as the user guide is naff.

3) Is the cart version of *Myth* any better than the cassette version.

4) Is there a Z80 expansion for the 64 enabling it to run CP/M software (I don't want to buy a C128).

5) In the user guide it suggests the C64 can run PET software, is this so?

6) Could your team rustle up some *Vidcom* instructions if I send a quid and an SAE.

7) Please, please could some articles on C64 hardware appear in the mag.

P Reeves, St Neots

1) Both drives work fine (if slowly) with the 64. Whichever one you get, do yourself a favour and buy a fast load cartridge!

2) Books on the C64 are pretty few and far between. You might still be able to get hold of the C64 Programmer's Guide (ISBN 0-672-22056-3 or 3-88963-183-5) from Commodore (tel: 0628 770088). Alternatively try these for starters: The Working Commodore 64 by David Lawrence (ISBN 0-946408-02-5); Commodore 64: Getting The Most From It by Tim Onosko (ISBN 0-89303-380-4); Easy Programming For The Commodore 64 by Ian Stewart & Robin James (ISBN 0-906812-64-X); Your Commodore 64 by John Heilborn and Ran Talbot (ISBN 0-88134-114-2) and one more, Mastering The Commodore 64 by Mark Greenshields (ISBN 0-907563-38-4).

3) The cart versh' of Myth *has a better intro and very slighty tweaked gameplay.*

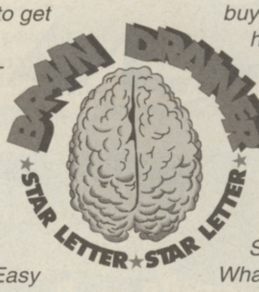
4) If you want to run C/PM software you would be better off going the whole hog and buying something like a second-hand Amstrad PCW. The 128 and 128D run C/PM – but slowly. The C64 plus plug-in Z80 is even slower.

5) Unbelievably, yes. The 64 can run PET (Personal Electronic Transactor) software but only text-based applications. Stuff with graphics in won't work. What's more only disks formatted on 440 drive will work. High density disks (like those formatted on a 1541) will not.

6) If you put it like that… yes.

7) Hardware for the 64 is thin on the ground now, compared to a few years ago but yes, we are planning a peripherals round up.

TMB



GREY MATTERS

The Brain's pretty busy, so he prefers to answer quick questions. To stand a better chance of getting your name in print, make it short and get it in here…

How about a classifieds column as I'm (as well as many other people) always on the look out for bargain peripherals, and so on?

Philip Merricks, Southport

We'd like to do a small ads section but 1) it takes up vital editorial space and 2) it's a breeding ground for piracy.

TMB

Is it possible for you to tell us if games are compatible with the Commodore 128? As a owner of a C128D I am constantly frustrated by C64 games that won't load, like *Vidcom 64* on PowerPack 3.

Marcus Gunning, Australia

*The CF veggies use a C128D in the office as their main machine.*Vidcom *loads on it with problem at all. The only game that has refused to load so far was SSI's* Dragonstrike. *We would tell you of problems but the 128s are extremely compatible.*

TMB

On the mail order page are the games prices the actual price or with the money taken off?

G Davies, Lincoln

The amount of money shaved of the full price is shown in the little red ovals. The price shown next to the code number is the amount you actually have to pay.

TMB

Who is H M Pugh and why don't his cheats work for me? In fact none of the cheats I have tried have worked. You say press ';' but I have been looking for three months and still cannot find this key.

S Davill, Hull

That's probably the cause of your troubles. The ; (semi-colon) is on your 64 between the = key and the : (colon) key, above the ? and right SHIFT key. Martin Pugh (aka The Master Hacker) is an invaluable source of POKEs. The only way his listings don't work is if you've typed it in wrongly (as is usually the case) or we managed to print it with a mistake in it (which doesn't happen often).

TMB

What is a parallel computer and does Commodore make one?

Kev Moore, Norfolk

The normal type of computer – named after the german scientist Von Neumann – does operations sequentially, that is one after the other. In a parallel computer, many operations can be carried out simultaneously by different processors, speeding up arithmetical functions tremendously.

Parallel machines are usually found where intensive number-crunching is required, like at NASA, in airline flight simulators, the military or at the Met office where huge amounts of data are processed every hour. Parallel processing computers are called transputers.

Most home computers have a degree of 'parallelism' in that there are different chips all doing different things, however Commodore themselves do not produce a truly parallel processing machine.

TMB

What computer game has been the most successful on the C64. Please could you tell me the overall percentage and what the cost is.

Matthew Bodenham, Bristol

The highest scoring game reviewed in Commodore Format was Last Ninja 3, *which scooped a whopping great 97%. The cart version is priced at £24.95, while cassette and disk are £9.95 and £14.95 respectively.*

However, the most successful C64 game has to be Robocop *which busted its way to number one in the charts – and stayed there for absolutely ages.*

TMB

Recently my friend bought a copy of the ACE Magazine. In the magazine was a section about computers and consoles.In the part about the C64 they stated that games for the commodore 64 were to be stopped being made. Please could you tell me if this is true or not?

Neil Bust, Bridport

Some companies might stop making games for the 64 but others will replace them if they do. ACE are mistaken if they really mean that all companies are going to stop producing 64 software. But they don't have a Mighty Brain working for them, so what do you expect?

TMB

When you turn the Commodore on it displays a message saying Commodore 64 Basic V2 etc.., can you change it so that whenever you turn on the 64 it displays what you want it to?

Alastair Hawkins, Southampton

Nice idea but I'm afraid you can't. The first thing your 64 does when you switch it on is charge up its operating system, ready for use. This operating system is a program in ROM (which cannot be changed) and the message is stored and triggered by the operating system. You would have to design and make a new ROM containing your message. A simple task for me but not one I'd recommend to you, seeing as humans only live for around 75 years.

TMB

BACK TO BASIC

Booleans bothering you? How long is a piece of string? Has anyone got a good home for a high score program? And why don't we just get on with it? Phil South answers all these questions and more in his on-going beginners' guide to programming

This month we start using >, < and all their friends, along with AND, OR and NOT – otherwise known as the 'Boolean operators'. These operators are named after the English mathematician George Boole, and 'Boolean' is the name of a set of logical functions. They work like the normal arithmetical operators but in slightly different ways. Then we'll be looking at chopping bits of text around with LEFT$, RIGHT$ and MID$.

Funny looking characters

Encountered strange looking symbols in Phil's program. These are Control Keys and Back To Basic told you how to generate them in *CF7*. Dig it out if you get stuck.

Homework Prob No. 5

Once again we get to the part of the show where we set a puzzle for those of you who want to race ahead of everyone else and do you own thing. Okay, here's a real tricky one for you, clever dick.

A 'parser' (pronounced PAR-zer) is the bit of an adventure program which tests the words you type in and matches them to words that it has in its memory. See if you can use the LEFT$, MID$ and RIGHT$ commands to write a mini parser of your own that will accept any short sentence and try to make some sense of it. Simple, isn't it?

The best programs sent in will get printed: *Parse The Salt, Back To Basic, Commodore Format, 30 Monmouth Street, Bath, Avon BA1 2BW.*

LESS THAN, GREATER THAN

You may have noticed in a lot of our programs that the < and > characters are used rather a lot. These are the Less Than and Greater Than characters, and you will know these if you do any maths. The way to remember which sign is which is to look on it as a pure symbol: if the symbol is starting at a point (less) and expanding to two widely spaced points (more), it's Less Than. If it starts big and gets small, it's Greater Than.

Another way to remember the difference is to see the sign as an arrow pointing to the lesser figure. In use you would compare two numbers like so:

```
10 IF 3<4 THEN PRINT "YES"
```

– which it would, as 3 *is* less than 4. If you wanted to test if some number in your program was creeping down less than zero, then you would test like this:

```
20 IF Z<0 THEN GOTO 310
```

– or something. (Look at line 220 of the last issue's Basic program for an example of this in use!) This is a good way to keep numbers, and the things that those numbers are moving around, within certain boundaries. You can use a technique like this to keep a sprite graphic within the boundaries of the screen, or within an area smaller than the screen itself.

There is another set of ways you can < and >, and that is together. The figure <> means 'less than or greater than'. This can be used to check for figure other than a specific one. For example:

```
5 LET M=5
10 INPUT "Give me a number";N
20 IF N<>M THEN PRINT "Wrong! Try
Again!"
30 GOTO 10
```

If you put in any number other than 5, the program will tell you that the number is wrong. With this approach you can put a password into a game, to limit access to later levels, for example. Another one of these various ways of using < and > is using them in combination with =. The two types are:

>= and <=

These mean 'greater than or equal to' and 'less than or equal to'. This operator is used when you want to check if a number has reached a certain figure, but also want to be sure that it doesn't go over or under it.

BOOLEAN AROUND

The Boolean or logical operators are also used for comparing numbers (and in some cases letters) called the 'operands' in the comparison statements like IF THEN. There are three logical operators. They are AND, NOT and OR. Here are some examples:

```
10 INPUT "What do you say (Y/N)";a$
20 IF a$="y" OR a$="Y" THEN PRINT
"The man he say YES!"
30 IF a$="n" OR a$="N" THEN PRINT
"The man he say NO!"
```

This program can tell if you press SHIFT when you type your answer. The different states for OR can be shown by the following:

1 OR 1 = 1
0 OR 1 = 1
1 OR 0 = 1
0 OR 0 = 0

So OR is true if either of the operands is tested and satisfied. You could also test for the words 'yes' and 'YES' or even 'Yes', if you wanted to be really flashy. AND is useful in testing for more than one input. Like this:

```
10 IF a$="yes" AND s<10 THEN PRINT
"You've done it!"
```

If both the tests are true, the line continues to print the words. If either test is false, it doesn't. The table for AND goes like this:

1 AND 1 = 1
0 AND 1 = 0
1 AND 0 = 0
0 AND 0 = 0

So AND only returns a true if both operands are true. This is what Boolean stuff is all about, testing and getting a true or false result. The NOT command reverses the operands (or numbers as variables) that you pass to it. If something is true then it makes it false, and if it's false then it makes it true. So:

NOT 1 = 0
NOT 0 = 1

NOT is in some ways the hardest logical type to get to grips with. The best way to get your head around them is to try them yourself (which pretty much goes for everything you find in Back To Basic!).

LEFT$, MID$ AND RIGHT$

These are neat commands which enable you to test strings (alphanumeric variables) containing letters and words in very specific ways. LEFT$ only looks at letters on the left of a word, MID$ looks at letters in the middle, and RIGHT$ looks at letters on the right of the word. Take the word 'Commodore':

```
LEFT$     MID$     RIGHT$
  |         |         |
 COM       MOD       ORE
```

But these commands don't just look at any old bit of the word. Just the bit you tell them to look at. Take LEFT$ for example:

```
10 A$="Commodore"
20 B$=LEFT$(A$,4)
30 PRINT B$
```

Run this program and the screen prints: 'Comm'. The command has counted 4 letters into the word and put them into variable B$. This can be handy for that little yes/no question routine I just did, like so:

```
10 INPUT "What do you say (Y/N)";f$
20 LET a$=LEFT$(f$,1)
30 IF a$="y" OR a$="Y" THEN PRINT
"The man he say YES!"
40 IF a$="n" OR a$="N" THEN PRINT
"The man he say NO!"
```

– which gives a better result, as you could type 'Y', 'y', 'yes', 'Yes', or even, 'Yesterday all my troubles seemed so far away,' and get the same result that can then be tested.

MID$ needs similar parameters in order to function. This time two numbers are need, telling you the number of the letter to start with and how many letters to grab into MID$. These work like this:

```
10 LET A$="Commodore"
20 LET B$=MID$(A$,4,3)
20 PRINT B$
```

When this program is run the output is: 'mod'. And finally RIGHT$, which as you can imagine is just like LEFT$ except it grabs letters from the right hand side of the string, like so:

```
10 A$="Commodore"
20 B$=RIGHT$(A$,4)
30 PRINT B$
```

This program puts 'dore' on the screen. These commands are very flexible and enable you to get all sorts of sense from the most garbled input.

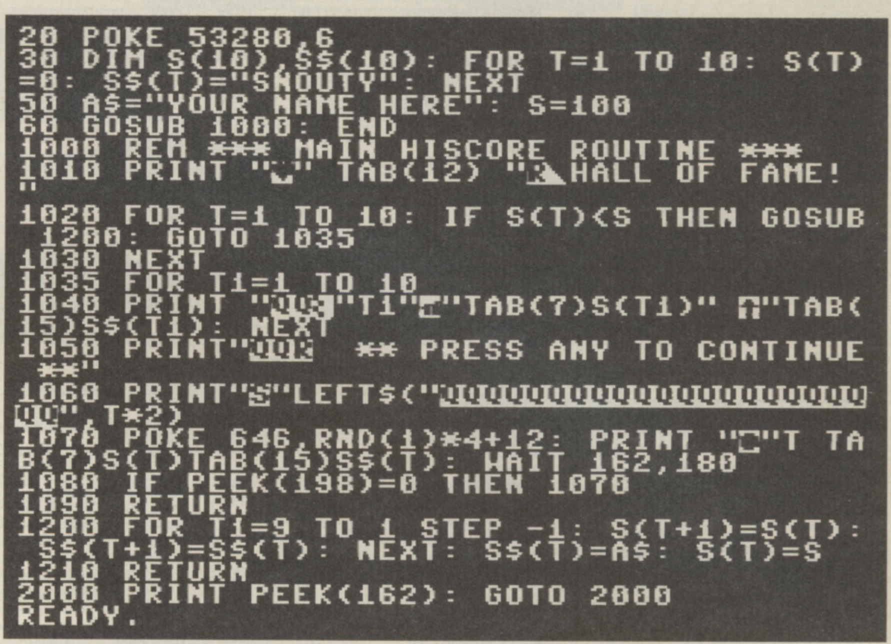
THAT'S ALL

That's about it for this month. Drop me a line if you have any questions about Basic programming, hints and tips on things you've discovered, or things I haven't covered in BTB that you'd like to know about. Drop us a line at the Basic Cave: **Phil South, Back To Basic, *Commodore Format*, 30 Monmouth Street, Bath, Avon BA1 2BW.**

Snouty's hi-score table

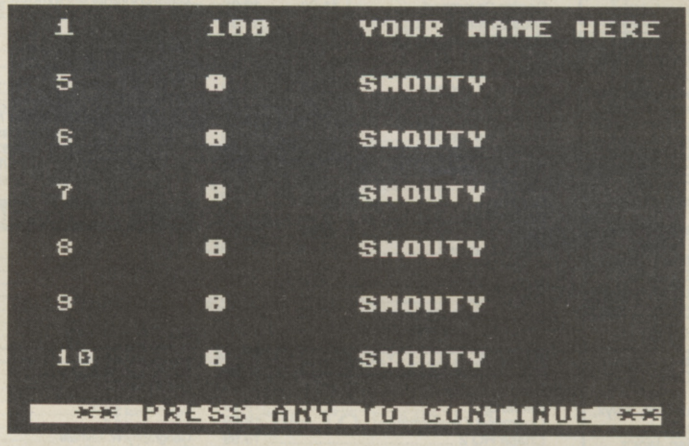
This month's program is for your own games, and what it does is very simple, it generates high score tables. So when you win a game and get more than the scores in the table, you can type in your name.

This isn't a stand alone listing, as you need to write code either side of it to get it to accept names and to function as part of another program, but the guts of it are there so why not dive in?



```
20 POKE 53280,6
30 DIM S(10),S$(10): FOR T=1 TO 10: S(T)
=0: S$(T)="SNOUTY": NEXT
50 A$="YOUR NAME HERE": S=100
60 GOSUB 1000: END
1000 REM *** MAIN HISCORE ROUTINE ***
1010 PRINT "♥" TAB(12) "R◣HALL OF FAME!
"

1020 FOR T=1 TO 10: IF S(T)<S THEN GOSUB
 1200: GOTO 1035
1030 NEXT
1035 FOR T1=1 TO 10
1040 PRINT "QQ█"T1"▙"TAB(7)S(T1)" Π"TAB(
15)S$(T1): NEXT
1050 PRINT"QQR  ** PRESS ANY TO CONTINUE
 **"
1060 PRINT"S"LEFT$("QQQQQQQQQQQQQQQQQQQQQ
QQ",T*2)
1070 POKE 646,RND(1)*4+12: PRINT "▢"T TA
B(7)S(T)TAB(15)S$(T): WAIT 162,180
1080 IF PEEK(198)=0 THEN 1070
1090 RETURN
1200 FOR T1=9 TO 1 STEP -1: S(T+1)=S(T):
 S$(T+1)=S$(T): NEXT: S$(T)=A$: S(T)=S
1210 RETURN
2000 PRINT PEEK(162): GOTO 2000
READY.
```



```
1       100     YOUR NAME HERE

5       0       SNOUTY

6       0       SNOUTY

7       0       SNOUTY

8       0       SNOUTY

9       0       SNOUTY

10      0       SNOUTY

** PRESS ANY TO CONTINUE **
```

And here's that high score table in full. Er... apart from some scores, some names and a game to go in front of it. Why not try to get each name to appear in a different colour, or even cycle through different colours? *(And while your about it, write a game to go on our cover tape as well – Ed)*

How Snouty scores...

Line 20 POKEs the border colour to blue.

Line 30 dimensions a pair of arrays (something we'll be getting to in the next issue I think) one called S and the other called S$. It then fills the scores (S) with 0 and the names (S$) with 'Snouty'.

Line 50 GOSUBs to the main routine.

Line 1010 prints the title 'Hall Of Fame'.

Lines 1020-1040 print out the hi-score table one after the other.

Line 1050 prints the press-a-key prompt.

Lines 1060-1090 does a flashy trick of cycling the colours on the entry that says Your Name Here. (It does this by poking the register 646 with a random number over and over till you press a key.)

Line 1080 checks to see if you have pressed a key yet.

Lines 1200-1210 counts down from 9 to 1 and resets the hi-scores.

I'll be interested to see if any of you can come up with a better one than this one, and I tell you it isn't hard! Let me see what you've come up with, and if you're lucky I might give you a prize.

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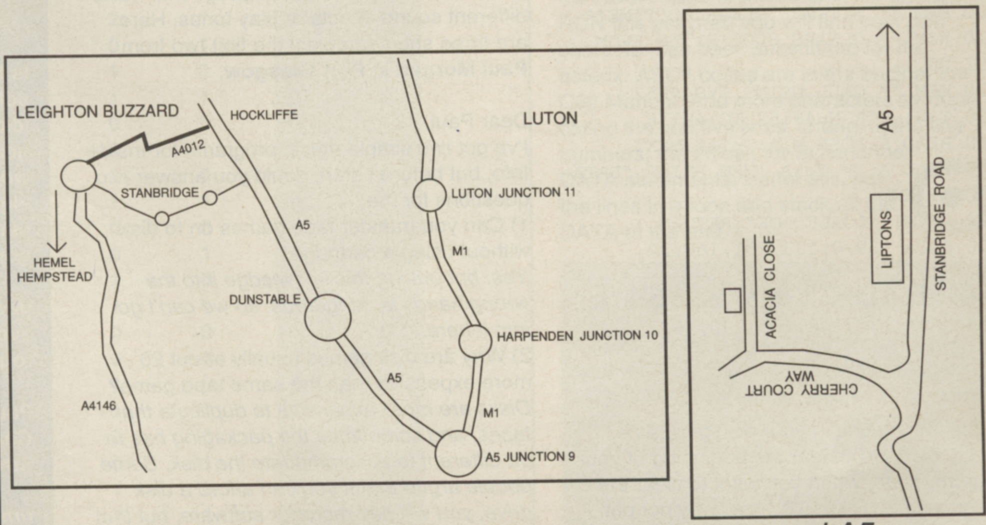


Maps showing direct routes from the motorway and A5

INSIDE IN

Take a look in our Technical Editor's toolbox and discover the strange uses Paul Lyons has in store for your Commodore. Apart from his hi-res antics, a special fx fix and an end to the decimalisation of digits, our Tech Ed reckons it's time to build some character into your 64

THREE HI

Dear Inside Info,
In *CF4* you went into hi-res graphics. Using hi-res graphics can be interesting and fun, but waiting for the memory to clear isn't.

I have written quite a good program to speed this up (a lot). Add this routine at the end of you program and call it using a GOSUB statement.
Stephen Corry, Uddingston, Glasgow

```
11030 FOR T=49152 TO 491176:READ Q:
POKE T,Q:NEXT
11040 DATA 165,16,141,0,32,238,3,
192,172,255,32,48,243,238,4,192,238
11050 DATA 10,192,172,63,63,48,
232,96
11060 SYS 49152:RETURN
```

Dear Inside Info,
Here are two useful programs for use with the high-res screen. The first one is a machine code routine for clearing the screen. It is a lot faster than using BASIC.

The second one is for putting text on the high-res screen. This is very useful if you want text and graphics at the same time. The data line (240) holds the character codes and must be changed if you want it to display a different message (these ASCII codes are the the same ones used in the program above and can be found in the back of the C64 owner's manual).
Johnathan Spread, Mawnan, Falmouth

To use this in high res mode first type (or put in your program) these lines:

```
   POKE 53272, PEEK(53272) OR 8
   POKE 53265, PEEK (53265) OR 32
```

```
1100 REM ** BIT MAP CLEAR ROUTINE**
1110 REM ** CLEARS 8000 BYTES FROM
8192 UP
1120 REM ** CALL USING SYS49152
1130 T=0: FOR N=49152 TO 49176
1140 READ A:POKE N,A:T=T+A:NEXT
1150 READ A:IF T<>A THEN PRINT "DATA
ERROR": END
1160 PRINT "LOADED OK":RETURN
1170 DATA 169,0,133,251,169,32,
133,252
1180 DATA 162,32,160,0,169,0,145,251
1190 DATA 136,208,251,230,252,
202,208
1200 DATA 246,96,3887
```

To use this routine in your own programs, first GOSUB 1100 near the beginning of your program. Then, when you want to clear the screen, use SYS 49152. Now, why not put some text on your freshly-cleared screen…

```
100 REM *TEXT ON BITMAPPED SCREEN*
110 POKE 56334, PEEK(56334) AND 254
120 POKE 1,PEEK(1) AND 251
130 R=1:C=16:CG=53248
140 P=8192+320*R+8*C
150 FOR N=1 TO 11
160 READ A:CP=CG+8*A
170 FOR J=0 TO 7
180 POKE (P+J), PEEK(CP+J)
190 NEXT J
200 P=P+8
210 NEXT N
220 POKE 1, PEEK(1) OR 4
230 POKE 56334, PEEK (56334) OR 1
240 DATA xx,xx,xx,xx,xx,xx,xx,xx,xx,
xx,xx,xx,xx,xx
250 RETURN
```

To make the program work, remember:
1 In line 150 change the number 11 to the number of characters in your message.
2 In line 130, R is the number of the row which the text will appear on.
3 In line 240 put your message using the ASCII codes for each character from the back of the manual.

FX CONT...

I've had loads of little sound progs that make different sound effects or play tunes. Here are three short samples, the first two from **Paul Morgan** in **Port Glasgow**.

Dear Paul,
I've got two simple music programs for Inside Info, but before I start, could you answer two questions for me:
1) Can you transfer tape games on to disk without using a cartridge?
Yes, but putting this knowledge into the wrong hands is dangerous, so we can't go into it here.
2) Why are disk games usually about £5 more expensive than the same tape game?
Disks are more expensive to duplicate than tapes, and sometimes the packaging has to be different to accommodate the disk. Some people argue that if you can afford a disk drive, you will pay more for software, but that doesn't really excuse the huge price difference between the two.

```
0  REM ** WAVES BY PAUL MORGAN **
10 S=54272: REM SID START ADDRESS
20 POKE S+1,255:REM START FREQUENCY
30 POKE S+5,219
40 POKE S+24,15:REM MAX VOLUME
50 POKE S+4,129
60 FOR Z=1 TO 5000:NEXT
70 POKE S+4,128
80 IF A$<>"" THEN 20
```

```
0  REM ** SIREN BY PAUL MORGAN **
10 S=54272:REM SID START ADDRESS
20 POKE S+14,5:POKE S+18,16
30 POKE S+3,1:POKE S+24,143
40 POKE S+6,240:POKE S+4,65
50 FR=5389
60 FOR T=1 TO 200
70 FQ=FR+PEEK(S+27)*3.5
80 HF=INT (FQ/256):LF=FQ-HF*256
90 POKE S,LF:POKE S+1,HF
100 NEXT
110 POKE S+24,0
120 GET A$:IF A$<>"" THEN 20
```

Do you need info?

Is there a particular problem you can't solve? A kind of programming (graphics, music, etc) you can't quite get your head around? Perhaps you've been working on the same routine for the last eight months but it still won't work. Or perhaps there's a piece of computer jargon that you don't understand.

Why not let me and the other 49,999 people who read *Commodore Format* every month see it? If we can't solve it together, it can't be solved.

Send your letters and listings to:
Paul Lyons, Inside Information,
***Commodore Format*, 30 Monmouth**
Street, Bath, Avon, BA1 2BW.

No SAE's please, as I don't have the time to reply to every single query personally. Sorry.

FO

STRONG CHARACTERS

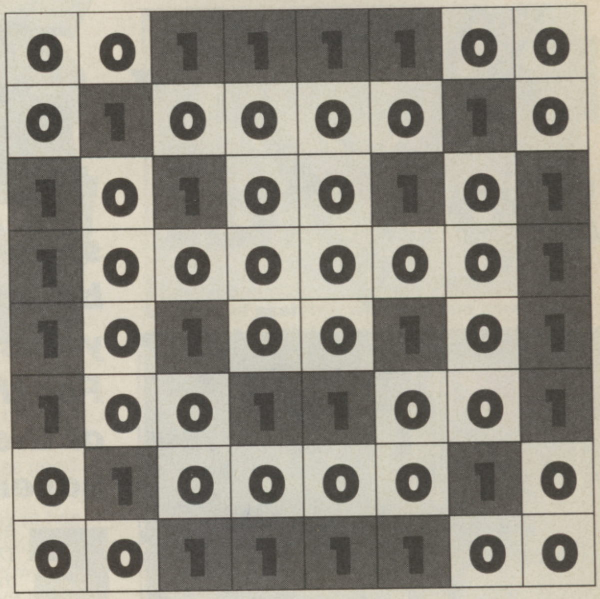
Dear Inside Info,

I recently discovered a great way of designing your own character set on the C64 and decided to share it with you. It takes the required characters from ROM and copies them into RAM, as ROM cannot be altered. Once the characters are in RAM they can be changed. The program then goes into action and changes the character(s) that you chose.

Christopher Warrington, Worksop, Notts

```
10 L=12:Z=L*1024/256
20 POKE 53272, (PEEK(53272)AND
240)OR L: POKE 52,Z:CLR:L=12
30 POKE 56334, PEEK (56334)AND 254:
POKE 1, PEEK(1) AND 251
40 FOR J=0 TO 56832-53248:POKE
L*1024+J,
PEEK(53248+J):NEXT J
50 POKE 1, PEEK(1) OR
4:POKE 56334,PEEK
(56334) OR 1
60 SC=0:Z=1024*12:FOR
J=Z+(SC*8) TO
Z+(SC*8)+7:READ A$
70 N=0: FOR T=1 TO LEN(A$)
80 M=ASC(MID$(A$,T,1))-
48:N=(M(M>9) *7)*16<UP
ARROW>(LEN(A$)-T)+N
90 NEXT T:POKE J,N:NEXT J
100 DATA
3C,42,99,A1,A1,99,42,3C
```

The eight by eight grid contains the character (a smiley face in this case). Turning a pixel on or off (making it 1or 0) allows you to make a new character. Plan them on graph paper, mark on the pixel values and work out the correct hexadecimal data using the conversion table



0	0	1	1	1	1	0	0
0	1	0	0	0	0	1	0
1	0	1	0	0	1	0	1
1	0	0	0	0	0	0	1
1	0	1	0	0	1	0	1
1	0	0	1	1	0	0	1
0	1	0	0	0	0	1	0
0	0	1	1	1	1	0	0

Run the program and wait. The program takes about a minute before the READY prompt appears. When it does, press @ to view your new character.

The data in line 100 holds the values for the new character. It is created by drawing an eight x eight grid and creating your character by colouring in squares. Now turn the white squares into 0 and the black squares into 1. Split each line down the middle so you have eight two-digit numbers. Finally, to get the new data line for your character, translate each digit from binary into hexadecimal.

So, if your first line is 00111100, that gives two 4-digit binary numbers of 0011 and 1100. Using the conversion table gives you two numbers, 3 and C, so your first value in the data statement is 3C. Now do the same with the other seven lines, and you have a complete character. How do you add your new character to the program? Just add these lines to the end of the program above.

```
110 SC=42:Z=1024*12:FOR J=Z+(SC*8)
TO Z+(SC*8)+7:READ A$
120 N=0: FOR T=1 TO LEN (A$)
130 M=ASC(MID$(A$,T,1))-48:N=
(M+(M>9)*7)*16<UP ARROW>(LEN(A$)-
T)+N
140 NEXT T:POKE J,N:NEXT J
150 DATA xx,xx,xx,xx,xx,xx,xx,xx
```

Substitute your character's new values for the eight sets of xx's. In this subroutine, the variable SC has been changed to 42. This is the ASCII value of the asterix '*'. When you RUN this program you will find your new character has been substituted for the asterix. ASCII codes are in the back of the C64 Manual. Add more characters by duplicating the last five lines, changing the line numbers, the values for SC and the DATA statements. Better still, put the lines in a loop and stack all the DATA at the end.

Base numbers

Bound up by binary? Hexed by hexadecimal? Neither of these two counting systems are difficult to understand if you think a little about how they're made.

Normally we count in decimal or base 10 numbers. Think about how you count in decimal. Using decimal you count up to nine and on the tenth number you start a new column of figures (the tens) with a one. To get more numbers after ten, you count up to nine again in the first column and when you get to ten you change the number in the tens column to a two, and so on. Well binary (base 2) and hexadecimal (base 16) are counted in exactly the same way. Except with binary you start a new column not after the nine, but after the first one, so you only use the digits 1 and 0 and the number of columns grows quicker. With hexadecimal you don't start a new column until you count up to 16, so to make the extra digits the letters A, B, C, D, E, and F are used. In the table below are listed the numbers 1 to 20 and decimal, binary and hexadecimal. The numbers at the top of the columns shows the decimal number for each column.

Decimal		Binary					Hexadecimal	
10s	1s	16s	8s	4s	2s	1s	16s	1s
0	1	0	0	0	0	1	0	1
0	2	0	0	0	1	0	0	2
0	3	0	0	0	1	1	0	3
0	4	0	0	1	0	0	0	4
0	5	0	0	1	0	1	0	5
0	6	0	0	1	1	0	0	6
0	7	0	0	1	1	1	0	7
0	8	0	1	0	0	0	0	8
0	9	0	1	0	0	1	0	9
1	0	0	1	0	1	0	0	A
1	1	0	1	0	1	1	0	B
1	2	0	1	1	0	0	0	C
1	3	0	1	1	0	1	0	D
1	4	0	1	1	1	0	0	E
1	5	0	1	1	1	1	0	F
1	6	1	0	0	0	0	1	0
1	7	1	0	0	0	1	1	1
1	8	1	0	0	1	0	1	2
1	9	1	0	0	1	1	1	3
2	0	1	0	1	0	0	1	4

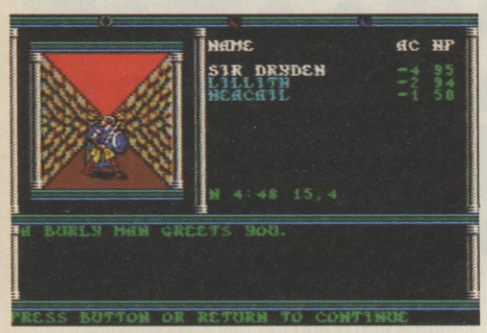
Freaky Fractals

One minute our fractal generator (CF7) was working fine, next thing it's in the mag littered with mistakes! To make sure you're getting a regular supply of fractals, type in the main listing exactly as it appears, but delete the exclamation marks (!) in lines 320, 510, 520 and 560. Also make sure that XOFFSET in line 280 is one word. OK?

Fantasy Special

DEATH K OF

In the land where silver dragons appear as beautiful blondes, there's more danger than you could throw a spell book at. For this is Krynn (agynn), the domain of the dungeon masters of TSR/SSI where the adventures go on (and on and on...)

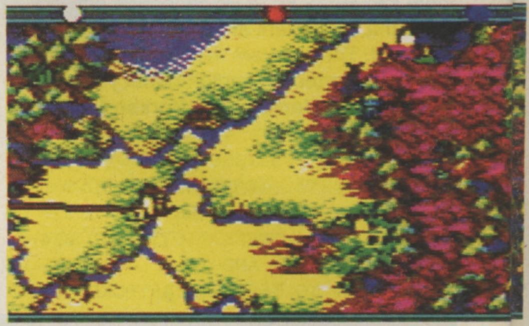


```
NAME                    AC HP
SIR DRYDEN              -4 95
LILLITH                 -2 94
HEACAIL                 -1 58

N 4:48 15,4
A BURLY MAN GREETS YOU.
PRESS BUTTON OR RETURN TO CONTINUE
```

The exploration screen uses simple animations and a text box to update the adventure move by move. A menu appears in the prompt bar, each entry in it leading to other menus and screens under joystick control

Fear of aging affects games too. *Death Knights of Krynn* continues the on-going saga of Dragonlance adventure games begun with *Champions of Krynn*. As part of the wider range of *AD&D* games jointly developed by the TSR/SSI alliance, it's the fifth game based the same player interface and the eleventh *AD&D* computer product overall. It begs the question, how many people are they still interested in the series? If Police Academy syndrome is anything to go by, people can stomach the same old stuff forever (nobody gets bored of fish and chips).

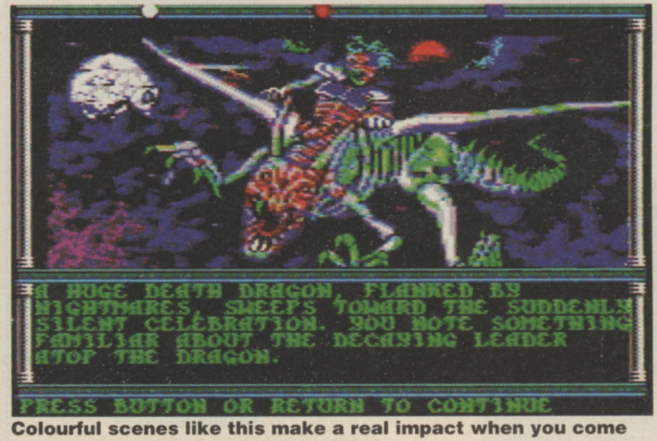


A year after *Champions of Krynn*, the adventure begins at a celebration of the defeat of Myrtani at the Gargath outpost (bottom right)

But *Dragons of Krynn* isn't stodge. What you get are three double-sided disks (complete with a quick-start saved game position) and a couple of high quality manuals which contain a wealth of information. You control a group of detailed characters; wizards, fighters, thieves and the like, by using a joystick to select moves from menus.

The initial task the characters have to complete is the successful defence of a friendly outpost from hordes of evil creatures – Draconians – and their allies (these include zombie dragons, skeleton warriors and many others). There are many more tasks to be accomplished as the adventure unfolds and you play out these as a series of encounters or mini-games. Because of the game's predominant plot and detailed background these encounters are easily related as stories. And that's when you know how much fun you had, when you tell somebody the next day what you played the night before.

Your party's very first encounter in *Death Knights* is a fight against a skeleton wrecking crew who are almost impervious to your party's magical abilities. You can input an instruction to make the computer play all your moves for you during combat but it's more fun to take control yourself. This isn't too difficult to do. Even if you make mistakes the system often lets you correct them (though when I thought I'd got it sussed and speeded up my instructions I accidentally got the wizard of the party to detonate a fireball right on top of everybody *except* the bad guys).



```
A HUGE DEATH DRAGON, FLANKED BY
NIGHTMARES, SWEEPS TOWARD THE SUDDENLY
SILENT CELEBRATION. YOU NOTE SOMETHING
FAMILIAR ABOUT THE DECAYING LEADER
ATOP THE DRAGON.
PRESS BUTTON OR RETURN TO CONTINUE
```

Colourful scenes like this make a real impact when you come across them in *Death Knights of Krynn*

Though there are plenty of fights lined up over the

The AD&D alliance

Five or six years ago, SSI were famous for an extensive catalogue of historical wargames and fantasy roleplaying (FRP) games, most of which were developed under their own roof.

Their experimentation with roleplaying adventure formats made them ideal candidates when TSR began looking for a company to computerise *AD&D*. Both companies were used to developing on-going series of games and *AD&D* itself had its roots in traditional wargaming.

Four years later, the list of *AD&D* titles has grown to 12 (including the 16-bit *Eye of the Beholder*) and SSI have also converted TSR's *Buck Rogers* RPG. This puts them firmly among those companies which have converted real roleplaying games on computer. SSI have explored several styles on these games as well. *Hillsfar* was a gladiatorial combat based game. *War of the Lance* was a wargame in which you controlled whole armies fighting Dragonlance wars across the face of Krynn. *Dragons of Flame* (reviewed in *CF1*) was an adventure in arcade format that didn't really work very well and *Dungeon Master's Assistant Vol.1: Encounters* is a game-aid program for Dungeon Masters running *AD&D* games for a group of friends. (The original game will be 20 years old in 1994.)

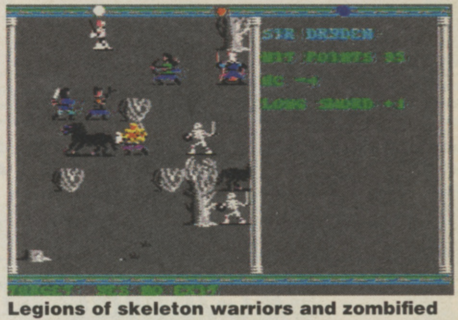
But the most successful games in the series have been those using the same menu driven interface as *Death Knights of Krynn*. *Pool of Radiance*, the first computer *AD&D* game ever and the game which also introduced the menu system has now sold over 250,000 copies across all formats!

KNIGHTS F KRYNN

It's a Corker!

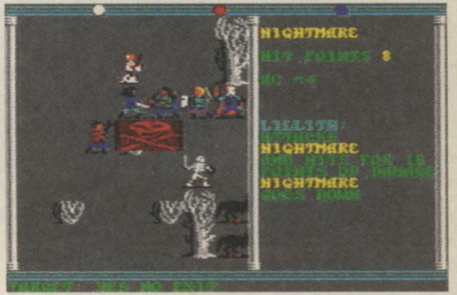
adventure, there's more to it than that: later you might find yourself on a wilderness mission to recover a valuable lost dream that contains some pearl of knowledge. This is high fantasy on computer and the squillions of quests and encounters tweak your imagination glands until they burst. They also allow you to play the game in small chunks which make you think you've accomplished quite a bit, though you've barely scratched the surface. But then for around 25 quid you shouldn't really expect anything less.

One last thing though. If you haven't played one of these games before, this one is as good a game of its type as any (it has six difficulty levels). However, if you have bought one before but haven't finished it, why not? I wonder how many people play something like this to the finish. If you can't face another six week tromp through the adventure you've got, you'd be mad to buy another. On the other hand, this is a great sequel to *Champions of Krynn*, really well programmed to give you the best adventure based on the original story it's possible to give. Now, can we have a new adventure next time please? The Dragonlance story is a bit long in the tooth, after all. ***SEAN***



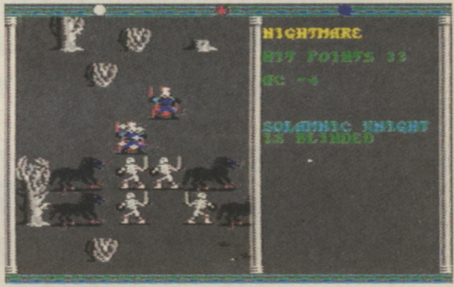
SIR DRYDEN
HIT POINTS 35
AC -4
LONG SWORD +1
TARGET: YES NO EXIT

Legions of skeleton warriors and zombified creatures inhabit the wilderness areas



NIGHTMARE
HIT POINTS 8
AC -4
LILLITH
ATTACKS
NIGHTMARE
AND HITS FOR 16
POINTS OF DAMAGE
NIGHTMARE
GOES DOWN
TARGET: YES NO EXIT

The combat display is crude but the program does important work behind the screen...

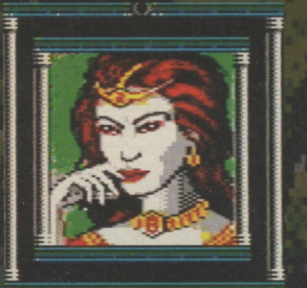


NIGHTMARE
HIT POINTS 33
AC -4
SOLAMNIC KNIGHT
IS BLINDED

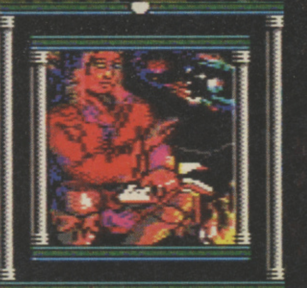
...allowing you to respond to the best of your characters' abilities

Good, bad but ugly?

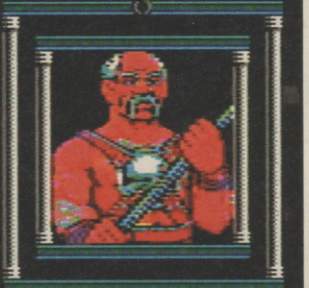
Like all good roleplaying games, *Death Knights of Krynn* is packed full of characters, good and bad. Most are just like bit part actors in films – there one minute, gone the next. Others sick around and which side they're on isn't always obvious.



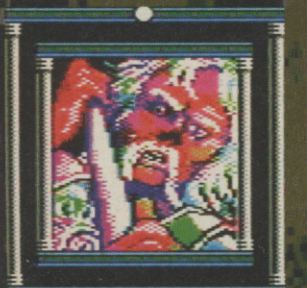
This is Ariela. She can be found in the city of Kalaman and warns you of a trap



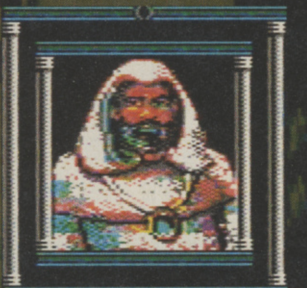
Sir Dryden, the head of the party, takes a break from all this DK duffing



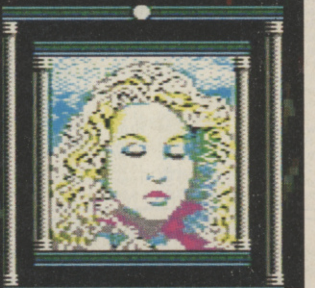
This is the leader of the Knights of Solamnia. He asks you to train with them



Sir Karl: a *Champions of Krynn* hero returns, undead, riding a zombie dragon . . .



A priest from Gargath begs your cleric for urgent assistance treating the wounded



Lady Maya: bereaved of Sir Karl, this feared huntress of evil is really a silver dragon

Game	***DKOK***
Publisher	***SSI/US Gold***
Disk	***£24.99***

POWER RATING

THE DOWNERS...

- Disk users only: a bit long winded

100

91%

- **Three disks of superbly programmed roleplay with...**
- **...Hardly any disk swapping!**
- **Flexible: play any way you want to**
- **Control is easy (and fast once you get used to it)**
- **You only need to look in the manual every now and then**
- **The Adventurer's Journal is packed full of interesting stuff**
- **Mix of gameplay styles to keep boredom at bay**
- **Plenty of special missions to choose from**
- **You can use characters from *Champions of Krynn* or roll new ones when you start a new adventure**

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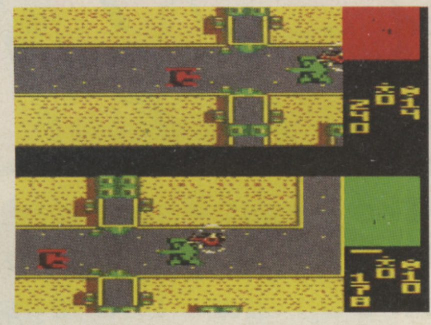
FIRE POWER

There's nothing I like more after a hard day at the office than to slide into my Scorpion tank and ride rough-shod over a few villages, bumping off its inhabitants as evening falls. I'm not the only one either, in fact, so many people do the same Microillusions have produced a 64 game based on this popular pastime.

The instructions on the inlay card are laughable. The plot goes like this: wait for it... CAPTURE THE FLAG! And that's about it.

The game is always played head-to-head with each player, whether he's human or computer controlled, trying to capture the other one's flag. If you play against the computer then yours is the only view displayed on screen. Select the two-player option and the display becomes split-screen to cater for an extra pair of eyes.

Each player can also select which type of tank he wishes to control from a choice of three: Scorpion (most powerful), Shadow VI APC (slowest but toughest) and the Marc XJ1 (fastest). Each one has has a different speed, armour value and firing ability which constitutes difficulty levels. Choosing a wimpy tank makes completing the game that bit harder.

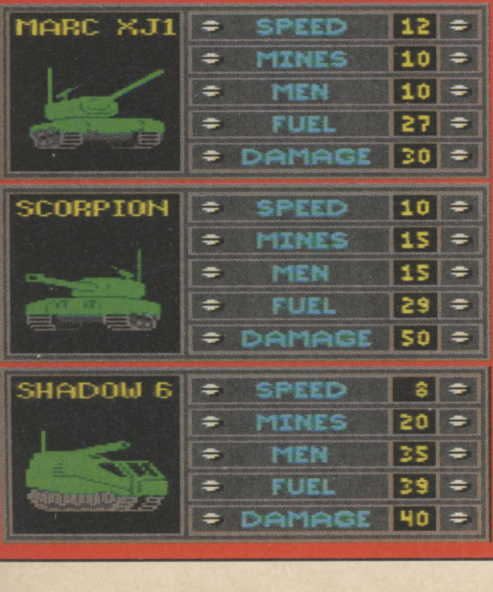


Uh-oh, it looks like tanks at dawn for our two intrepid flag-hunters

> The plot goes like this: CAPTURE THE FLAG!

Tankbuster

The three *Firepower* tanks show off their different capabilities. If it's speed you're after go for the Marc XJ1; the Scorpion can take the heaviest pounding; and the Shadow can carry the most men. Decide on your strategy, then choose the hardware best suited to the task in hand



MARC XJ1	SPEED	12
	MINES	10
	MEN	10
	FUEL	27
	DAMAGE	30
SCORPION	SPEED	10
	MINES	15
	MEN	15
	FUEL	29
	DAMAGE	50
SHADOW 6	SPEED	8
	MINES	20
	MEN	35
	FUEL	39
	DAMAGE	40

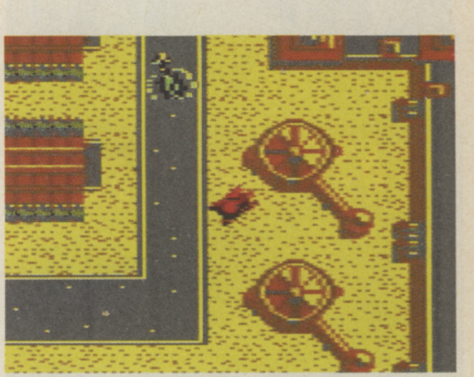
Your tank is very unwieldy to control, to begin with but it is ultimately manageable. Basically, the eight joystick positions correspond to the eight possible directions of travel. However, if you're travelling in one direction and then push the joystick in the opposite direction you will reverse rather than do an about-face. In order to travel the opposite way you need to rotate the joystick and physically swing the vehicle around.

Your mission then, is to capture the opponent's flag before he either finds yours or destroys all of your tanks. Easier said than done. What does the flag look like? Er, dunno. Where can it be found? Hmmm, tricky. The phrase 'looking for a needle in a haystack' is a pretty good description of the task that lies ahead. There are two huge military compounds containing gun turrets, hangars, barracks, prison cells, roads, fuel dumps and so on. One compound belongs to you and one is your opponent's. Seek and destroy tactics must be employed here. First find the other player's compound (easy peasy). Then just methodically destroy every single building you encounter.

If you hit a barracks, enemy soldiers rush out. You can kill them by the rather messy technique of running them over. Now, if you hit a prison cell, allies run out instead. Don't kill these guys. Stop your tank and let them climb aboard. If you manage to get fifteen men back to the Red Cross hut in your own compound, an extra tank is awarded (you start the game with a squad of only five tanks).

Keep an eye on your fuel. When it runs out of fuel, the tank explodes to prevent it falling into enemy hands. If your fuel is low, try to find one of the large circular fuel dumps. The act of destroying them refuels your tank as well as annoying the enemy.

One more thing: you can drop mines. But be careful, especially if you're moving. If you unknowingly drop a mine just before you come to a standstill, you'll be caught in its blast. Other than that it's destroy or be destroyed. If a helicopter appears, make it your priority target, as it causes damage at an alarming rate. Gun turrets too should be destroyed ASAP.



Time to take a dump – a fuel dump that is. Blow this sucker away for a full tank

Fire Power isn't the nicest game to look at, especially not first time you set eyes on its garish display. But there is a great deal of attention to detail. The atmosphere generated by the cumbersome tank controls is fairly substantial – as is the feeling of panic when you enter the heavily guarded compound. And it is this that can keep you playing even if you're making no significant progress. All in all, *Fire Power* is a competent game which is sufficiently different to make it worth at least a second look.

ANDY

Game	**Fire Power**
Publisher	**Microillusions**
Cassette	**£11.22**
Disk	**£15.31**

POWER RATING

THE DOWNERS...

- Game slows down when the screen gets busy
- Strangely, the two-player game can prove monotonous
- Shame there is no map screen

100

68%

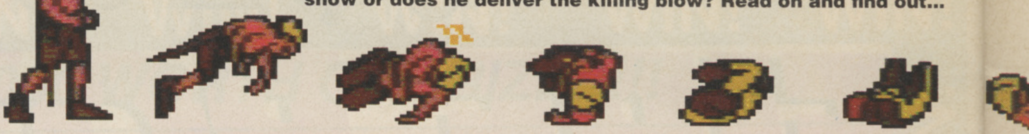
- **The play area is huge**
- **Squishing people is bloodthirsty but it does add to the challenge**
- **Good trundling noises**
- **The 'rescue' technique of earning more tanks is really the business**
- **Excellent attention to graphical detail**
- **Hectic scraps when helicopters and gun emplacements get going**
- **A mine dropper's delight**

...AND THE UPPERS

0

Fantasy Special

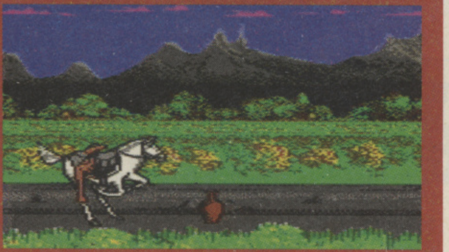
Dynamic is what this dude is. Just one of his moves is shown here in detail. He's capable of more but the question is: is it all for show or does he deliver the killing blow? Read on and find out...



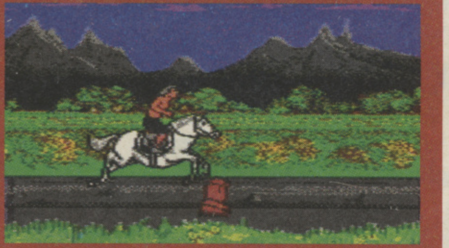
WRATH THE D

Empire's long-awaited cartridge attempts to over-shadow Shadow Of The Beast – *so, does it parallax scroll into legend or limp into obscurity? Our reviewer takes up arms and legs it...*

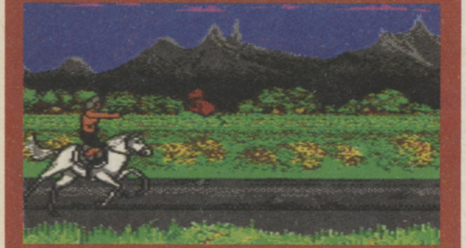
Ride on



Oh very funny I must say. Which joker put Vaseline on my saddle. Actually this is the grab option on level one



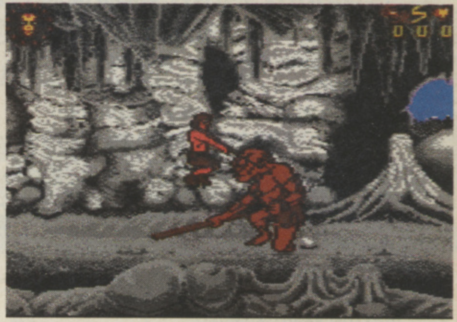
Here we see our hero leaping majestically over a tree stump. Mis–time the jumps and he falls flat on his soft parts



...and for those of you who thought the Hokey–Cokey was just a crap dance. It's dead useful for punching beasts to death

I will relate the plot of this game in shorthand as it's far to convoluted and tedious otherwise. Wizard summons demon, demon kills wizard, demon lays waste to land then has a long kip before people return. Demon wakes up in order to lay waste again. People get a bit miffed about it and send best warrior to give demon a good going over. *Wrath of the Demon* is very much a *Shadow of the Beast* clone – not in structure but in the fact that there is less to it than meets the eye, but more on that later.

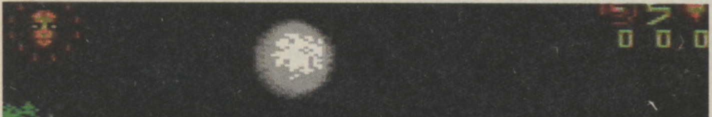
The game unfolds over a series static screen beat-'em-up and scrolly collect-'em-up levels. In level one our hero is on horseback as eight levels of parallax backdrops scroll from right to left. You can move the horse right and left but it's a bit pointless really as the best bet is to stay to the far left to give you plenty of time to see oncoming hazards. Pushing up on your tendril of titillation (*I think he means joystick – Ed*) makes your steed jump to avoid the various crates and rocks scattered about.



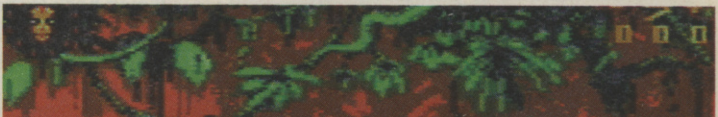
This bloke appears about half way through the game but is one of the more challenging opponents. Mainly 'cos of his huge staff

Occasionally, potions and other treasures pass by. When they do, pull your 'stick down and your man will dexterously reach down and grab them. Press fire to make the character punch at flying creatures which would otherwise cause serious head injuries.

Levels two and three are beat 'em ups. Level two contains a staff-wielding goblin and his stone throwing cohort. Ignore the stone thrower and concentrate your attacks on the



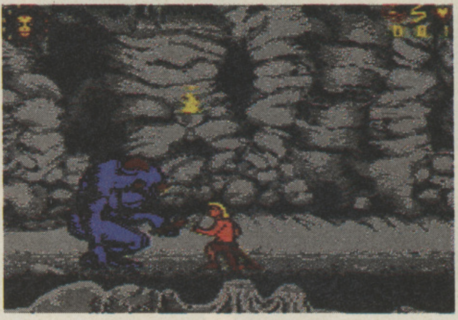
This agile little fellow appears in the first beat 'em up encounter. He's lean, he's green and he's, er rather pathetic. Just get in close and swing like your life depended on it... which it does

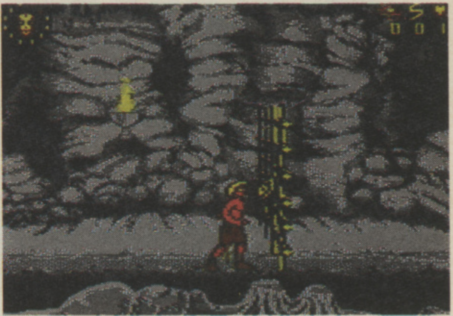


Does this guy want a pedicure or a haircut? I've got it, one swift slash across the midriff and he'll never suffer those vanity blues again. To be honest, it takes rather more than one blow to fell this fellow

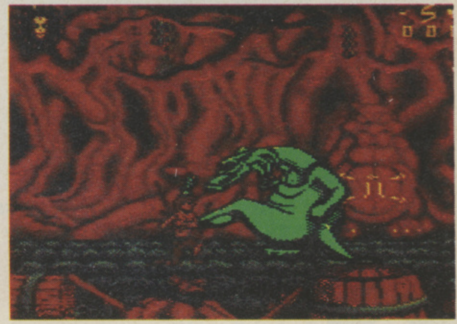
OF DEMON

Level three, you know, the really hard one. This is the geezer who holds the key. Which key? The one that opens the gate...





... well blow me. Here's that very gate. What we didn't show you though was the dozens of opponents you had to cleave through



All the beasts in this place seem to suffer from arthritis of the left leg. But that doesn't stop them kicking your barbaric butt

other one. Level three is a bit more challenging. A huge green dragon kicks and head butts you into oblivion. Sadly though, his attack patterns are much the same as the goblins. In each case you simply have to find the best way to attack then repeatedly use it until the beastie dies.

So far the challenge has been all but non-existent. Then suddenly, in level four, it all becomes nightmarishly difficult. It's another scrolly bit but this time you're on foot. You can't use your mastery of the sword but have to rely on your ability to perform spectacular rolls, jumps and punches.

Completing this level relies solely on remembering a sequence of hazards which includes horned beasts, giant spikes, worms, huge ants and flying gargoyles. Tragically, even when this is burned into your memory, it's still nigh on impossible to complete. The problem is, ants and worms are a piece of cake to avoid when met head-on. But as soon as you travel back in the other direction they become next to impossible. Bad collision detection mars what would otherwise be an excellent level to play.

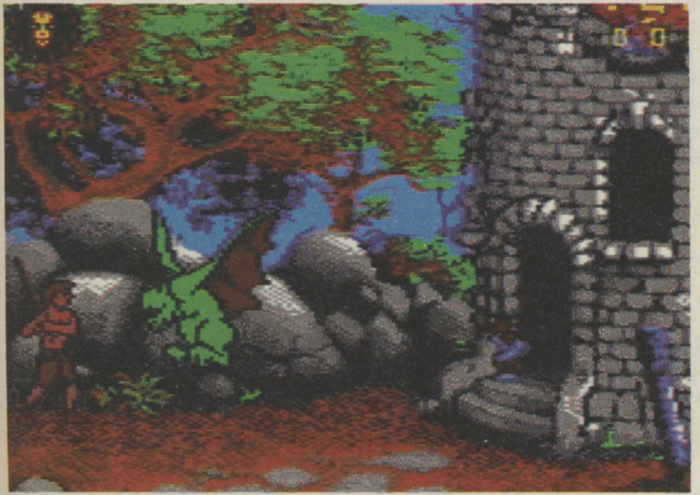
It's fisticuffs again for levels five, six and seven. The same rules apply as for levels two and three except the adversaries have changed. First of comes the huge troll with a stick. Beat him up in the same way as before but watch out, his stick gives him a longer reach. Level six features a swamp beast, a large green man with hippy hair and a powerful foot. The final fight scene is outside the demon's castle and pits you against a mini demon and another stone thrower.

Once you're in the final level – the castle – you have to find and destroy the demon. There's map making potential here as there are doors in the background which you can enter. As you traverse corridors and rooms there are potions to find and minor beasts to kill. Also, before you reach the final encounter, there are two more beat-'em-up rooms.

But enough of this waffle, what of the big guy himself? Well, he's big and spits fire. Lightning bolts shoot from the ceiling and fire spews from the floor. If I were the hero, I'd just nip off home and have a cup of Rosie Lee but for those who can cope with this sort of power, victory awaits.

If you get off on wonderful graphics then this, like *Shadow of the Beast* is where to find 'em. However, what puzzles there are take a simple form and even the combat sequences are pretty basic. This aside, *Beast* fans will find this a natural progression, show offs will have fun wowing their friends with it, but sadly thinking gamesters could probably find better ways of spending such a big wad of dosh.

ANDY



It takes a skilled warrior to reach this far. This is outside the demon's castle. The flying beast, while weedier than his master is still no push-over. Especially when helped by another stone thrower

Game	**Wrath of the Demon**
Publisher	**Empire**
Cartridge	**£24.95**

POWER RATING

THE DOWNERS...

- Only two distinct types of gameplay, hardly any puzzles
- Collision is unforgiving

100

81%

- **The stunning scrolling backdrops are some of the best you'll ever see**
- **Positively wizard animation (groan) on both the hero and the bad guys**
- **Huge sprites give the game the feel of a cartoon**
- **Loads of levels with different challenges in them**
- **Opportunity for exploration in the last level**
- **Good final encounter**
- **Excellent 'tween level screens to drool over**
- **Easy to remember joystick control options**

...AND THE UPPERS

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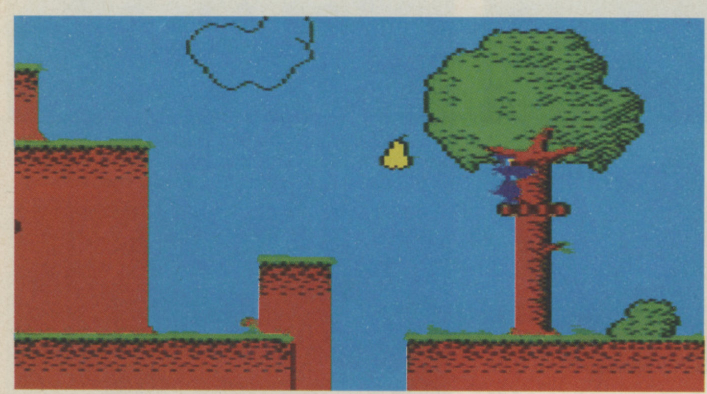
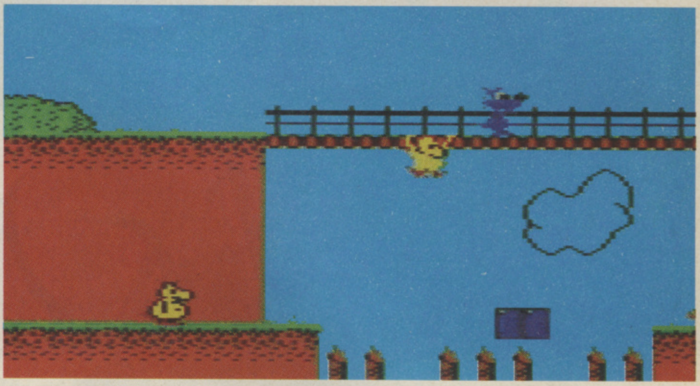
LUPO ALBERTO



Gosh! What an enormous pear! Lupo leaps up a tree only to discover that its fruit-bearing properties are minimal. As you can see, this is one of the more interesting levels



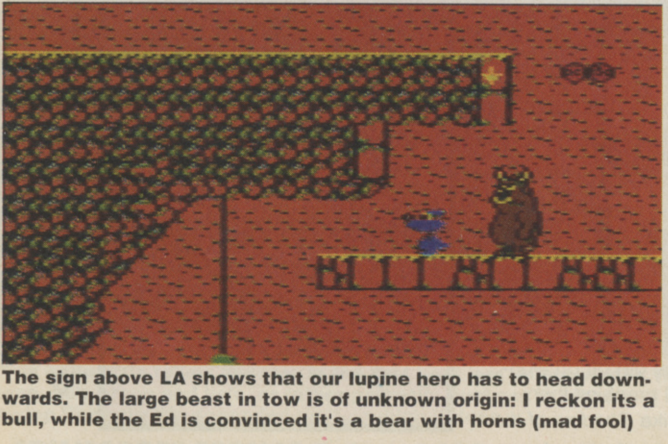
Lupo (Blue Lou to his mates) strides purposefully across a log bridge. Having been jumped on, an enemy duck dangles precariously over some deathly spikes. Sadly, the little suckers never fall...

Only last month we told you of a string of games coming from new Italian software house Idea. The first, *Moonshadow*, wasn't half bad. This month we put *Lupo Alberto* to the test and find that... it's not half bad; it's totally bad.

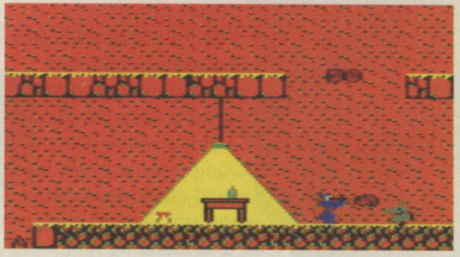
The plot involves Lupo the wolf who is desperate to do a bit of lovey-dovey stuff with his woman (well, chicken). The game follows his exploits in trying to find a suitable place for them to suck face. The quest takes Lupo through caves, African villages, desert islands and sewer systems, all to no avail. The aim is to traverse these regions and return to your own home. You have then finished the game. Style-wise Idea have tried to come up with a bit of a *Mario Bros* clone but, for reasons that will become apparent, they've failed miserably.

> Sometimes, when you pass a bush or head-butt a platform, fruity items materialise

Each level contains platforms dependent on the scenario. You can stand on rocks and logs in the outdoor levels, ladders and bricks in the sewer system, roofs in the village, and so on. Throughout each level, arrow signs point the way you're supposed to go. But taken too literally they often lead to instant death on a spikey trap, so venture carefully.



The sign above LA shows that our lupine hero has to head downwards. The large beast in tow is of unknown origin: I reckon its a bull, while the Ed is convinced it's a bear with horns (mad fool)



Down in the sewers, Lupo passes a floodlit table (some sort of underground Subbuteo competition perhaps?)

As you move through the landscape the background scrolls in one of four directions, depending on which way you're travelling. This is one of the few redeeming features of the game: it's not just a tedious horizontal scroller (*more of a tedious four-way scroller then – Ed*). There's a whole host of death-dealing nasties in each level but unfortunately the only way they differ is in their appearance. They all move in pretty much the same way and can be killed by leaping on their heads. Some of the larger beasts are nicely detailed but that's about it. Another downer is that sprites often become corrupted and you get a headless moose body, or worse still a bodyless moose head. Whoops.

As for collectibles, there's not much worth mentioning. Sometimes, when you pass a bush or head-butt a platform, fruity items materialise which you can collect these for extra points. Like, wow.

Occasionally – and it is only very occasionally – you can pick up a floating boxing glove which provides you with limited firepower. The trouble is that the screen only scrolls when Lupo is a few inches from its edge, leaving you almost no warning of oncoming opponents. You're killed all too quickly and the boxing glove is lost.

The graphics are colourful but crude and tend to glitch badly. The opponents are bland and the action repetitive: the last level has no more elaborate traps than the first, there's just more happening on-screen. This would have made a just-above-average budget game, but as a full pricer it's a bit of a disaster – a sheep in wolf's clothing if you like.

ANDY

Game	**Lupo Alberto**
Publisher	**Idea**
Cassette	**£10.99**
Disk	**£14.99**

POWER RATING

THE DOWNERS...

- Repetitive levels with only minor graphical differences
- Most of the monsters move in a similar way. No variety in challenge
- The backdrops and sprites are generally bland and indistinct
- No surprises: get from A to B and that's it
- The only power up is the boxing glove and that's weedy
- More minus points for the hideous glitching both of sprites and background

100

40%

0

- **One of the few *Mario Bros* clones around**
- **It's cartoon theme and simplicity could appeal to younger gamers**
- **Painless multiload, even on tape**

...AND THE UPPERS

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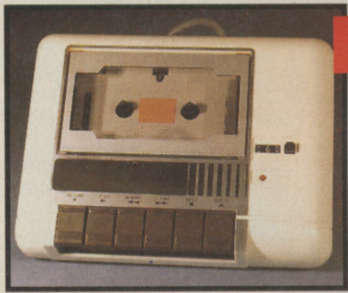

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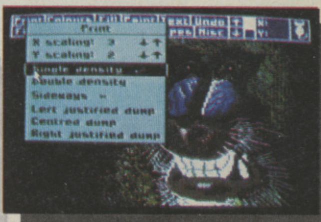

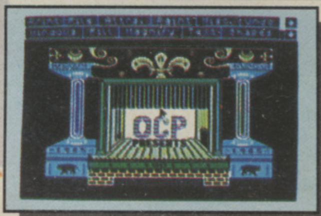

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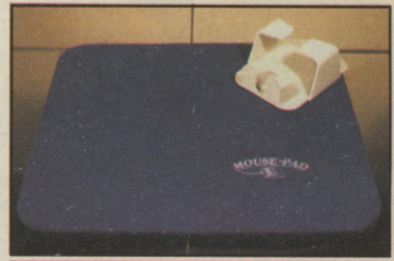

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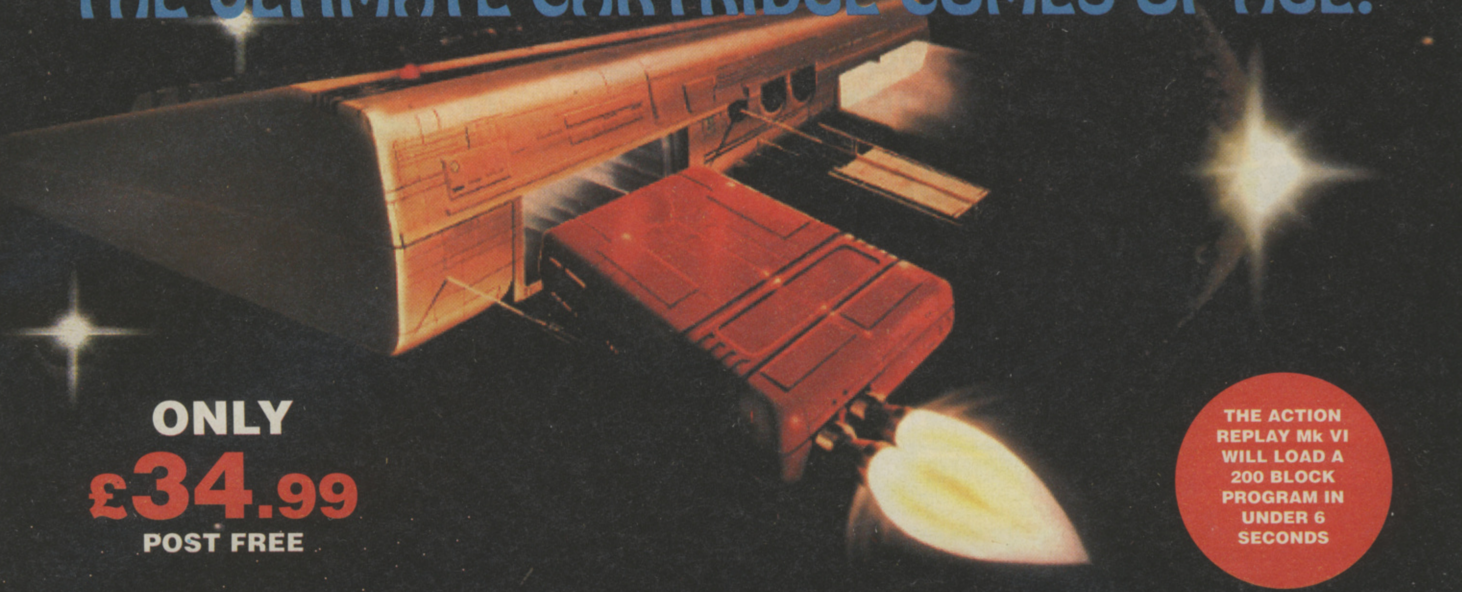

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Corking Microprose platform action powertested, exclusive Lucasfilm interview. Full games: *Pig Tales*, *Empire* and *The Blob*. Demo: *Lords of Chaos*

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CF5 – DICK TRACY
One of the worst games of all time! *Rick D 2* and *Monty Python* mapped. Full games: *Sun Star* and *Shockway Rider*. Demos: *Viz* and *Warlock*

CF6 – NINJA CLASH
Last Ninja 3 powertested, *Shadow Dancer* previewed. Full games: *Tenth Frame*, *Chameleon*. Demos: *Shadow Dancer*, *Star Control*, *Chips Challenge*

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WE'VE FOUND SOME MORE BACK ISSUES!

We employed special *CF* sniffers to locate some more back issues (including numbers once believed to be extinct). So all you have to do is fill in the form (or a photocopy of it) with your name and address and pop it in an envelope. Don't forget some dosh (like a cheque or postal order) for £2.20 per issue. If you're ordering outside mainland UK, each magazine costs £3.45 'cos of the expensive mail costs. Sorry but it's a cost we have to meet.

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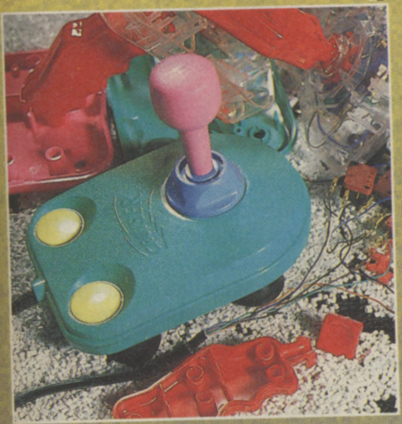

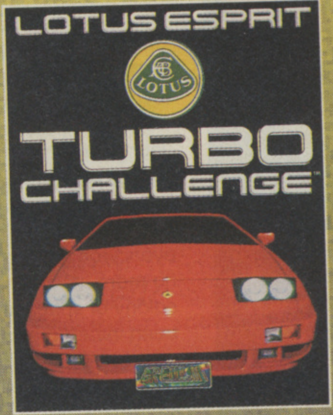

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THE CF COMPENDIUM OF MEAN ...ALIEN SPECIES

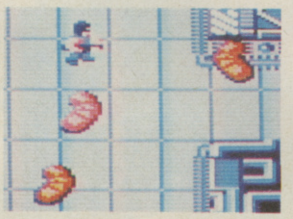
In this penultimate probe into shoot 'em ups, Gordon Houghton plonks the aliens themselves on the table and prods them until they talk

How did life in the Universe begin? Why are we here? What did I do yesterday afternoon? If these are the kind of questions bothering you right now, see a doctor. If not, you're probably more interested in pumping laser death into an alien than taking its antennae measurements and asking it about the wife and kids.

Well, in most shoot 'em ups all you have to do is wait for the bug-eyed baddie to ponce around a bit before zapping it with a laugh. Some aliens are different, however: they wait to see what you do and react accordingly, or they invite you round for dinner and then kill you. Unless you kill them first, that is...

ALIENS

TYPE: Varied

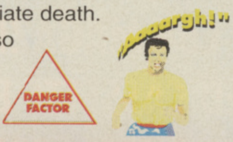


Alien Syndrome squidgy things strut their stuff

If you've ever wondered what your internal organs would look like if they had legs and eyes, wonder no more. A colony of space ships in deepest space has been invaded by seven alien species, each one covered in more slime than an excited slug on a hot day. These include huge, squirming maggots, green bug-eyed hoppers and slithering red things which look like roses but smell like a dog's breath after a dozen tins of Pal.

Their defence mechanisms are almost perfect: all are capable of unleashing bullets, poison or laser fire, and contact with them results in immediate death. Unfortunately, they also home in on you...

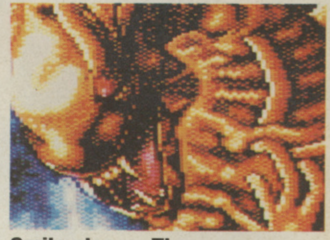
Location: *Alien Syndrome*



BYDO

TYPE: Bio-mechanoid

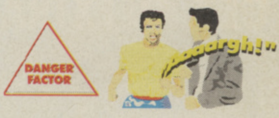
If you're looking for a bag of Alien Allsorts you could do worse than pilot your space ship into the heart of the Bydo Empire; this belligerent bunch of bug-eyed baddies has plans to conquer the entire universe before tea-time.



Smile please. There are some faces you never forget...

They are mainly bio-mechanoid – ie, part machine, part squidgy animal – which gives them combined strength and intelligence in a variety of guises. Most appear as metallic walkers, patrolling the landscape and firing shots when they sniff enemies in the air – but there are countless numbers of insectoid flyers, slithering amphibians and grisly mother aliens dotted around. If your stomach is made of anything other than Teflon, you'd be advised to take along a sick bag.

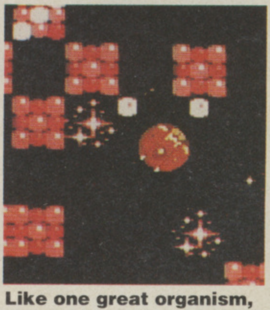
Location: *R-Type*



CELLS

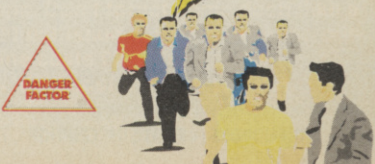
TYPE: Spore

This is a real alien's alien: nasty, self-replicating, indifferent to other life forms and BIG. Composed of individual cells grouped into vast hives several screens across, it's constantly monitored and repaired by invincible patrolling worker cells. These worker cells also release spores which are deadly to any invader without shields. The purpose of the hives is unknown, other than that they guard starcells which can be converted into warp fuel, and which may be sources of energy for the hive. The sheer variety of the hive designs is overwhelming: over 128 types so far counted, each with unique cells, workers and spores.



Like one great organism, the *Hunter's Moon* cells get their act together

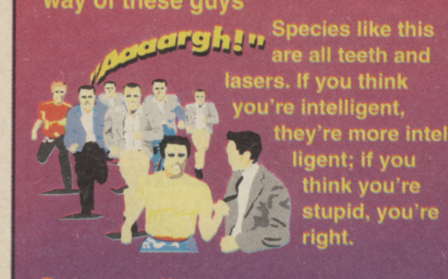
Location: *Hunter's Moon*



Meanness measurements

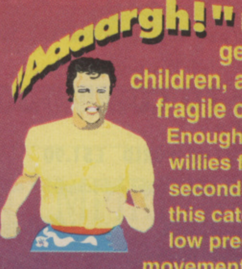
How do you separate one alien from another? The most important feature of any xenomorph is its intelligence: does it respond to your actions or does it sit in the corner and wibble, 'Duuuuh... where'd he go?' Does it go about its own business and get annoyed if you disturb it or does it stand there, point to its chin and say, 'Go on then – hit me'? There are other factors to take into consideration, too: how ugly is it? Does it have bad breath? Is it just a humanoid with a blue rinse and a big nose? The following icons indicate aliens' Danger Factors and help you sort the Predators from the Morons From Outer Space.

Don't even think about getting in the way of these guys



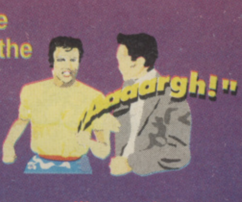
Species like this are all teeth and lasers. If you think you're intelligent, they're more intelligent; if you think you're stupid, you're right.

Possibly dangerous to small children, animals and fragile ornaments.



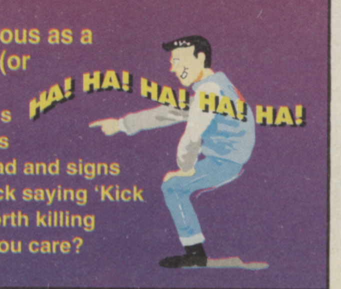
Enough to give you the willies for a couple of seconds, creatures in this category often follow predictable movement patterns. Alien soup is usually the result.

Put some distance between you and the fearsome dudes



Reinforced anti-g trousers are still advised if you encounter a creature in this class, since you'll spend most of your time running away.

As dangerous as a doughnut (or two)


HA! HA! HA! HA! HA!

These aliens wear targets on their head and signs on their back saying 'Kick me'. Is it worth killing them? Do you care?

...NEXT MONTH FOR THE FINAL INSTALMENT WE HIRE SOME HI-TECH HARDWARE

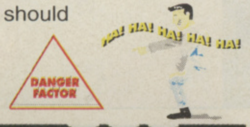
GAPLUS

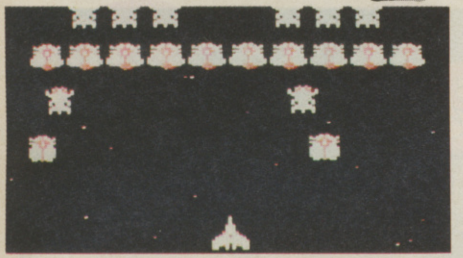
TYPE: Insectoid

The Gaplus have appeared in several mutations through time, all of them insect-like – xenophiles should check out their appearances in *Galaxians*, *Galaga* and *Galaga 88*, as well as that of several sub-species (such as the *Galaxibirds*).

They are a simple race whose formations consist of waves of defenders lining up in rows and columns – this makes them an easy target for any aggressor. Their advantage lies in a relentless determination not to give in, and sheer weight of numbers. Once aligned in formation individual patrols of ships do launch short and predictable runs against enemies – but any pilot proud of his trousers should have no trouble.

Location: *Gaplus*

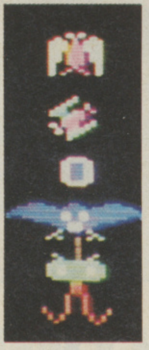




Wave goodbye to this lot for now, but the insectoid Gaplus have a habit of returning

GIANT BIRDS

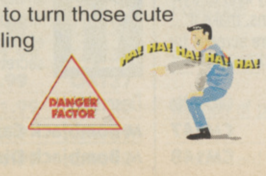
TYPE: Mammalian

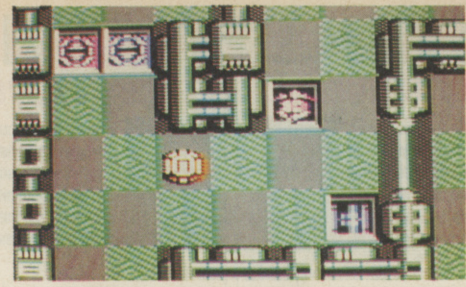


And what would Tony Soper say about this lot, that they've got nice plumage? It's about their most frightening feature

The universe doesn't often throw up species parallel to those found on Earth, but this collection of feathered foes is an exception. About 400 times larger than your average sparrow, they can spit lasers non-stop. There are five basic types: two kinds of phoenix who whizz around in apparent confusion before deciding to attack you; two kinds of giant eagle (blue and pink), which can only be destroyed with a laser blast in the breast; and a mother alien surrounded by patrolling birds. At first you think these defences are impossible to defeat, since the movement patterns are random; however, it won't take experienced fighters long to turn those cute birdies into pillow filling and cat food.

Location: *Eagle Empire*





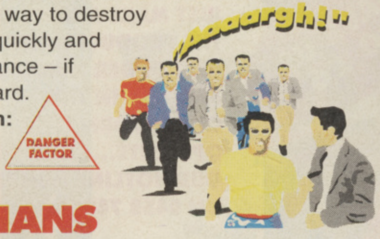
Malevolent machinery charges its batteries and awaits the unwary in *Citadel*

GUARDIANS

TYPE: Mechanoid

If the best alien is a dead one, the worst one is the kind that waits to see what you're doing, lulls you into thinking it's rubbish and then unleashes a hail of bullets. Mercenaries and regular fighters who have ventured into the citadel know to their cost that it contains some of the most intelligent and mean opponents in the Galaxy. Most of them are inert until they spot you, at which point they rise from bunkers and unleash their firepower. The only way to destroy them is quickly and at a distance – if you're hard.

Location: *Citadel*



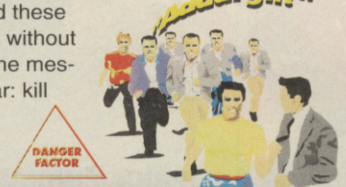
JOVIANS

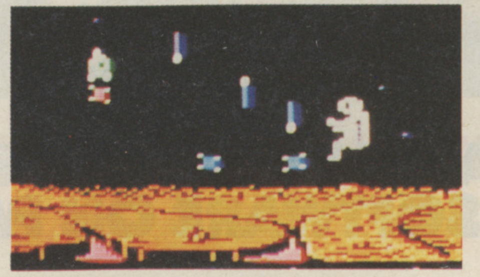
TYPE: Varied

Like any complex society, the aliens in the *Dropzone* vary from real dumbos to creatures so powerful and intelligent that you might as well say, 'I'm rubbish – kill me.'

They consist primarily of Planters piloted by Androids: these avoid fire, attempt to capture humans and transform into deadly Nemesites: in effect, very fast, intelligent homing missiles. Spore pods, when shot, release a quartet of Trailers – worm-like individuals which fly randomly and cause an extreme hazard. Besides these enemies (which are fatal to the touch and launch bombs as well), there are violent storms, volcanoes and anti-matter nodules and these guys go out without coats on. The message is clear: kill or die.

Location: *Dropzone*





The perpetual quest to save men and women from Shredded Wheat-eating aliens

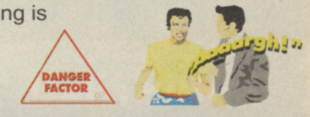
MACRO-GENETIC MUTOIDS

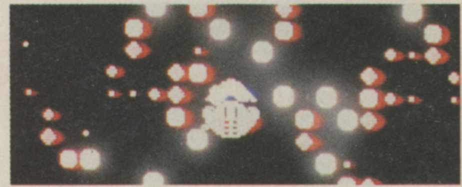
TYPE: Spore

The Survivor Zero Corporation has supplied armaments to conflicting forces across the galaxy for millennia. Their latest research has turned up a new generation of weapons called Macro-Genetic Mutoids, or Mutants. At the moment there are only 16 varieties in existence, all of them spores and each one capable of crude but deadly growth.

Most develop randomly, but some create intricate shields or vast clouds penetrable only with the severest firepower. The worst problem appears to be that most of the spore systems are capable of regeneration – so swift thinking as well as accurate shooting is much needed.

Location: *Mutants*

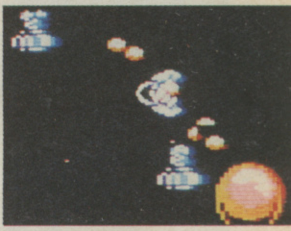




One of *Mutants* mutants going through that random evolution phase in life

MECHANOIDS

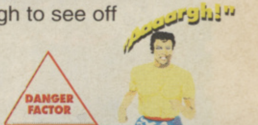
TYPE: Mechanoid



Mechanoids throw a spanner in the works in *Firefly*

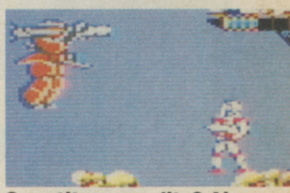
After years of scientific research in the outer reaches of the galaxy, the space ship Firefly returned to the Solar System and found it covered with a vast, chrome grid inhabited by mechanoid dynasts. Many of these sectors are unconstructed or dead, but some contain the aliens' power source – and this is the ultimate target. Defending the source are a range of alien-occupied craft and weird space creatures, most of whom simply home in on their enemy or release weak firepower. The Firefly's octophonic plasma disruptor is enough to see off most of them.

Location: *Firefly*



MORGUL

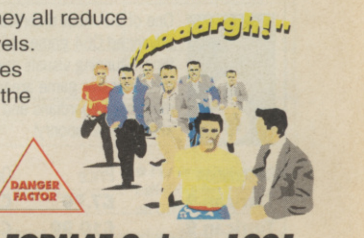
TYPE: Mammalian



Quantity or quality? Aiens in *Turrican* are both

If you don't know about these horrors, you haven't played one of the best shoot 'em ups going. The number of aliens controlled by Morgul is as large as the crowd at a Barcelona vs Real Madrid cup tie, and about ten times more dangerous. Most aliens home in on you, most of them either fire lasers or missiles, and they all reduce your energy levels. Only xenophobes should take up the gauntlet. Do it.

Location: *Turrican*, *Turrican 2*



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CRUISER JOYSTICK

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CHIP'S CHALLENGE
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CREATURES
THALAMUS
10

SEE OUR AMAZING SUBSCRIPTION OFFER OF FREE SOFTWARE ON PAGE 87

TURRICAN 2 Rainbow Arts

8

One of the most technically advanced C64 games of all time. Stunning visuals spread over massive game areas, with mammoth guardians and mega awesome weaponry!

Description	Price	Order No
Turrican 2	**£7.99**	**CM143**
Turrican 2	**£10.99**	**CM144**

CHIP'S CHALLENGE

9

US Gold
Nerdy Chip MacCallahan fancies Melinda something rotten, but must complete a challenge first. This amazingly addictive puzzle game is a real Corker!

Description	Price	Order No
Chip's Chall Cass	**£8.99**	**CM149**
Chip's Chall Disk	**£11.99**	**CM150**

CREATURES Thalamus

10

A stunning scrolling platform game! Guide Clyde Radcliff through Fuzzy-Wuzzy land to try and rescue his chums. make it through to the torture screens for some brilliant black humour!

Description	Price	Order No
Creatures Cass	**£7.99**	**CM147**
Creatures Disk	**£10.99**	**CM148**

MIGHTY BOMBJACK

11

Elite
Bombjack comes of age in this amazing fly-around-and-collect-'em-up. Loads of levels, hordes of hidden rooms and stores of secrets. A great game!

Description	Price	Order No
M Bombjack Cass	**£7.99**	**CM157**
M Bombjack Disk	**£10.99**	**CM158**

RICES HELD FOR THIS MONTH

SUPERCARS Gremlin

5

Superb racing game with a good dose of strategy thrown in. Direct your car round an eight-way scrolling course, make it to the finish line first and win some dosh. No messin' – It's A Corker!

Description	Price	Order No
Total Recall Cass	**£8.99**	**CM145**
Total Recall Disk	**£11.99**	**CM146**

EXTERMINATOR

6

Audiogenic

The most unusual coin-op conversion of all time! Swat the flies, crush the wasp and batter the rats in this peculiar pesticide punch 'em up!

Description	Price	Order No
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Exterm'tor Disk	**£10.99**	**CM154**

RICK DANGEROUS 2

7

Microprose

It's A Corker! Without a doubt the best platform puzzler ever! Amazing animation, gorgeous graphics and devilish gameplay. A sure fire winner with all 64 owners!

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Rick Dangerous 2	**£7.99**	**CM141**
Rick Dangerous 2	**£10.99**	**CM142**

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FUN SCHOOL 3 Database

12

Make learning fun with these superb programs designed to prepare your children for the National Curriculum.

Fun School 3 is the follow up to the sensational Fun School 2.

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- Comprehensive manual with separate parent/teacher notes.

Description	Price	Order No
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F.S.Under 5 Disk	**£11.99**	**CM136**
F.S.5-7 Cass	**£9.99**	**CM137**
F.S.5-7 Disk	**£11.99**	**CM138**
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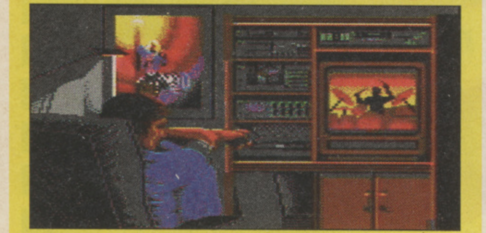
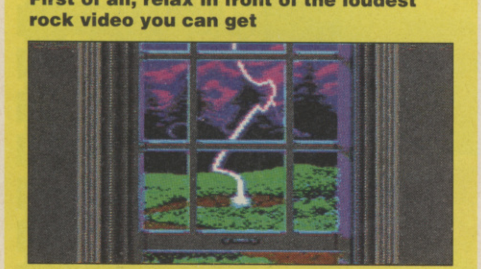
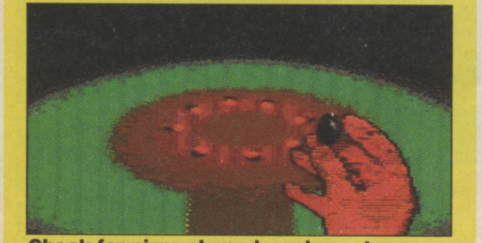
ULTIMA

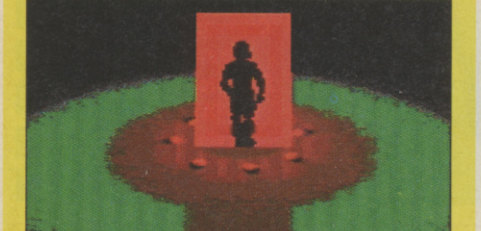
'Are you the human embodiment of ultimate wisdom? Well, do you think you could muddle through?' We had to ask this of our reviewer when we packed him off to the land of Britannia, courtesy of Origin and Mindscape

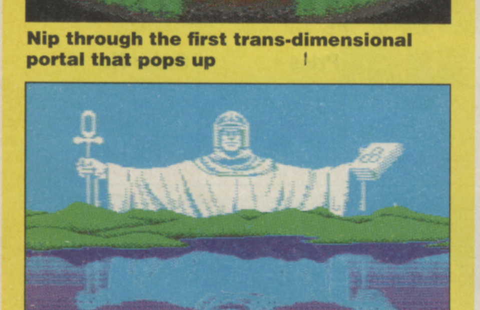
Get going


First of all, relax in front of the loudest rock video you can get


Make sure it's a really stormy night – the wobblier the lightning the better


Check for pizza-shaped gardens strewn with olive-like deposits

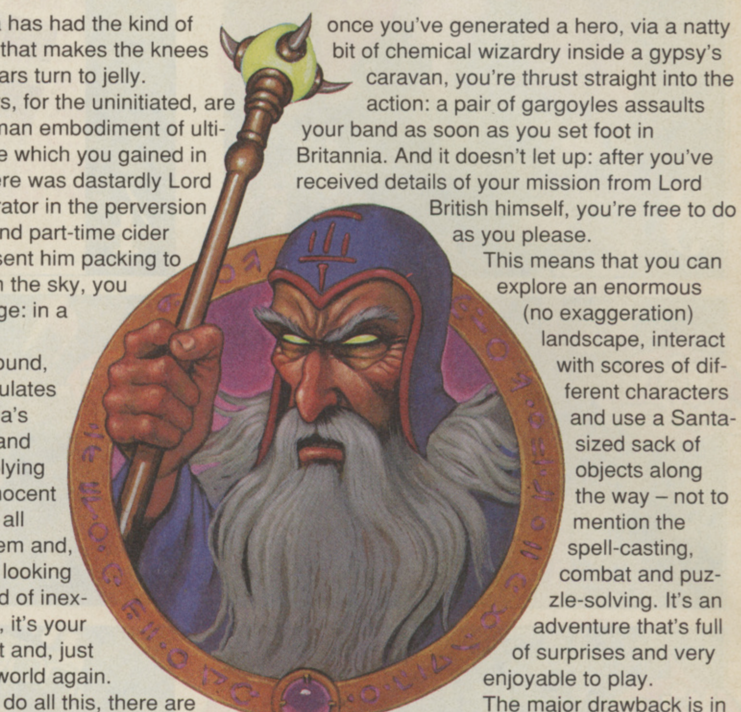

Nip through the first trans-dimensional portal that pops up


And Bingo! Abandon reality all ye who enter here

Britannia has had the kind of history that makes the knees of Avatars turn to jelly. (Avatars, for the uninitiated, are the human embodiment of ultimate wisdom, a title which you gained in *Ultima IV*). First there was dastardly Lord Blackthorn, conspirator in the perversion of all things good and part-time cider merchant. Having sent him packing to the great orchard in the sky, you face a new challenge: in a word, gargoyles.

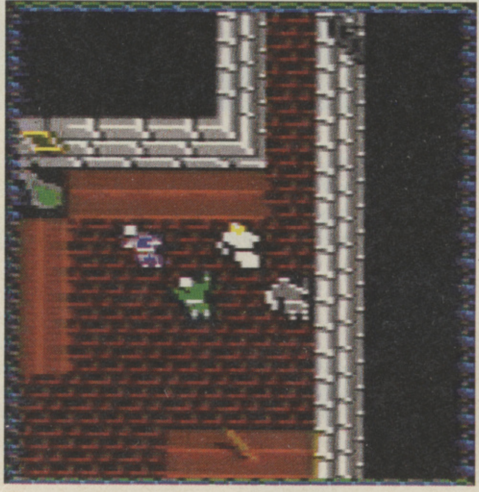
These underground, unctuous, ugly ungulates are seizing Britannia's places of holiness and enlightenment, applying thumbscrews to innocent villagers, defeating all armies that face them and, worst of all, they're looking for you. With a band of inexperienced revellers, it's your job to find them first and, just possibly, save the world again.

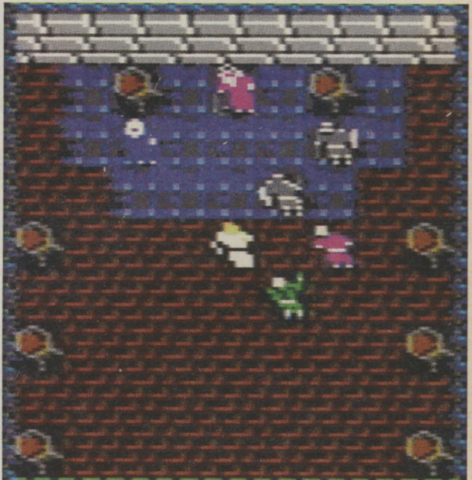
Before you can do all this, there are a few practical considerations. You need three blank disks and some kind of copying device: try as you might, you can't create a new character from the original disks. But once you've generated a hero, via a natty bit of chemical wizardry inside a gypsy's caravan, you're thrust straight into the action: a pair of gargoyles assaults your band as soon as you set foot in Britannia. And it doesn't let up: after you've received details of your mission from Lord British himself, you're free to do as you please.



This means that you can explore an enormous (no exaggeration) landscape, interact with scores of different characters and use a Santa-sized sack of objects along the way – not to mention the spell-casting, combat and puzzle-solving. It's an adventure that's full of surprises and very enjoyable to play.

The major drawback is in presentation, particularly the annoying amount of disk use: it detracts from the atmosphere to have to swap disks every time you want a conversation or to wait every eight

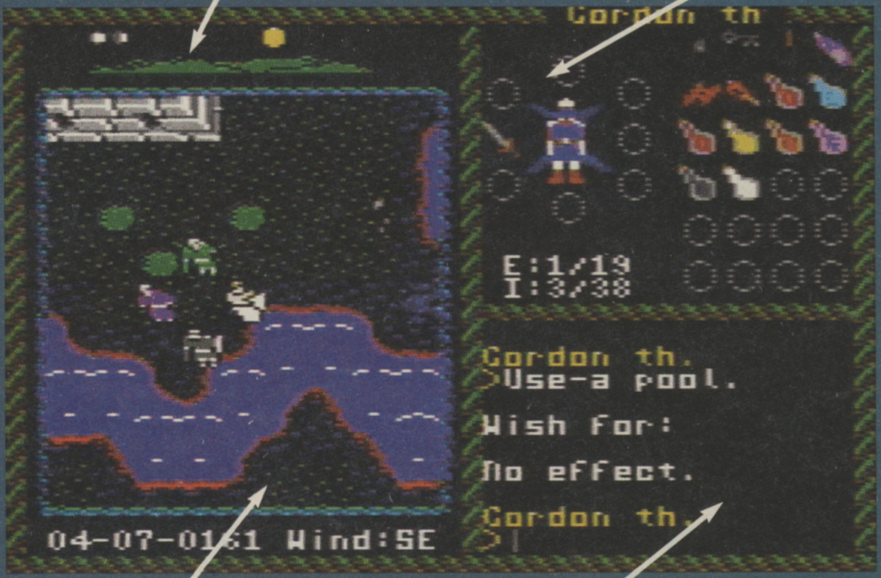

The party wander around a castle getting their kit together. Potions like the green one in the corner have to be used to be identified


Going for a rap with Lord British himself. Never tires, does this old fella, from telling you all about the plot

VI

Fantasy Special

The rules of Britannia



Time passes in *Ultima VI* whether or not you do anything. But creatures of the night in this neck of the woods have extremely anti-social tendencies. Watch yourself after dark

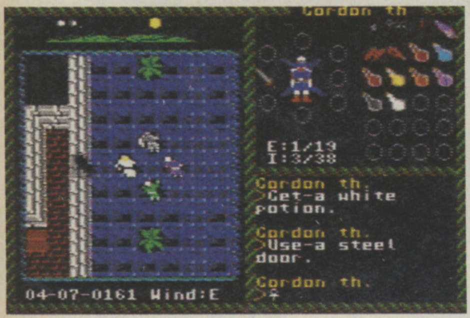
The status display reveals just how well your party is doing. Attributes increase as experience is gained. The window also displays individual character's inventories, as this one does

```
Gordon th
E:1/19
I:3/38
Gordon th.
>Use-a pool.
Wish for:
No effect.
Gordon th.
>|
04-07-0161 Wind:SE
```

This is the scrolling map area. You can use your joystick to move, shoot and execute commands – more complex actions are input from the keyboard. It shows your party and its immediate surroundings – opponents, objects, obstacles – plus information about the date, time of day and wind direction

Keyboard inputs are registered here in the message display. Available actions include the ability to examine, get, use and drop items, attack or talk to other characters, and to cast spells.

Messages which are too long to display in the window all at once have flashing down arrows to indicate more



```
Gordon th
E:1/19
I:3/38
Gordon th.
>Get-a white
potion.
Gordon th.
>Use-a steel
door.
Gordon th.
>+
04-07-0161 Wind:E
```

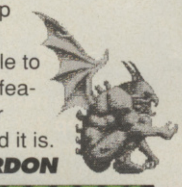
Floor tiles and house plants make the scenery interesting but the price you pay is lots of disk access and a slow game

paces for a new section of the map to be loaded in. The high price tag is less of a problem: it's justified by the size and amount of detail in the game, and all the freebies you get in the box: an excellent compendium of information about Britannia, a towel-cum-map, and a 'magic' stone that looks like a cross between a Blackcurrant and Liquorice sweet.

It's definitely a game where patience is well rewarded, particularly if you can ignore the presentation drawbacks. For fans of the *Ultima* series this is the best version yet, largely due to the new, helpful command and control system, but also because of the masses of text and graphics. If you can endure its faults, *Ultima VI* will grip you until the very end. It's impossible to detail all of its many excellent features in this review, so try it for yourself and see just how good it is.

GORDON

> A pair of gargoyles assaults your band as soon as you set foot in Britannia



Game	***Ultima VI***
Publisher	***Mindscape*** ***(Tel: 0444 831545)***
Disk	***£25.53***

POWER RATING

THE DOWNERS...

- Hassle to start playing, and an annoying amount of disk activity

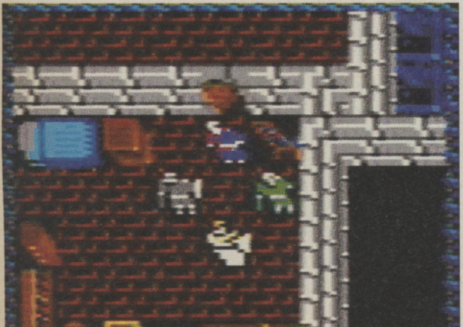
100

89%

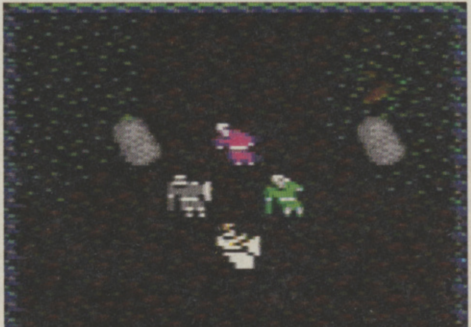
- **Huge landscape to explore**
- **Vast hordes of gargoyles and other creatures to defeat, plus many other characters to encounter**
- **Over 50 different spells**
- **Customise your companions by allocating attributes**
- **An easy-to-use command system**
- **Detailed colourful graphics give you atmosphere**
- **A beginner's guide to the first few steps is included**
- **Excellent documentation**
- **Freebies thrown in**
- **Clue book available**

...AND THE UPPERS

0



The contents of rooms are only revealed when you enter them. The flickering candle lights a chest that should be investigated



Despite the Buddhist saying, 'When at the crossroads, take all four roads at once,' you can't, so you've got a lot of leg work ahead

CF COMPETITION WINNERS

EAT PROTON DEATH...

We had a huge amount of entries for this portable CD/copies of *Supremacy* compo, all of which were of an amazingly high quality (thanks guys, really made the judging easy we don't think).

Anyway, we finally narrowed it down to a winner, so take a bow **Daniel Foote** of **Bury**.

The 15 runners-up are (in no particular order): Roger James, Peckham; Christopher Mackenzie, Birmingham; Louis Liddle, Hexham; Oswyn Jones, Caernarfon; G J Watkins, Topcliffe; Darren McNaney, County Tyrone; S Wynne, Bristol; John Malcolm, Paisley; Gary White, Wythenshawe; Laura Bolton, Sheffield; K Kenning, Goole; Trevor Bolton, Sheffield.

Yes. We know. That's only 12. Er... we've had a bit of mishap. We – that is, Andy – lost three names and addresses. So, if these snippets of information mean anything to you, phone in and let us know: the **Northrop/Sukhoi RSV-17-A 14th Marine Squadron 'White Giant'** spaceship; **'Animo Et Fide'** banner slogan, and the **'HEX' Hostile Environment Combat Suit**. If you pass the entry recognition test, we'll put your names on the runners-up list. OK?

403 GOOD REASONS...

The answer to 'which port would you plug an AR cart into?' was, of course, the expansion port. And the five lucky recipients of these wonderful gizmos are: Andrew Bloomfield, Orpington; John James, Great Dunmow; N Patel, West Bromwich; Andrew Palmer, Woolwich; and Rick Warman of the Netherlands.

BLAH, BLAH TREASURE...

The winner of the collection of Enid Blyton books is **D Palmer** of **Ashford** in **Kent**. The ten runners up are: Daniel Tilbrook, Woking; John Hoolahan, Thurmaston; S Gregory, Middleton; Andrew Pielorz, Leicester; Robert Johnstone, Exeter; Mrs Angela Handford, Sleaford; Steve Ashby; Harwich; Sandra Brown, Market Drayton; Fraser Black, Angus; Daniel Gray, Croydon. Now the game isn't finished yet, so runners-up will have to wait a while. OK?

NEXT MONTH

Now we can tell you that the BIG treats we've got lined up for you are playable demos of a couple of new games from Audiogenic and Gremlin. No, we wouldn't be talking about *Exile* and *Switchblade* would we? Well, why not tune in and find out?

Even though that should be reason enough for buying our next issue, take a gander at the games ready for the PowerTest shakedown: *Switchblade* and *Exile* (of course), DI's *Extreme*, dub from Demonware in *The Power* and *Gem-X*. Then there's *Security Alert* , *Turbocharge, RBI2 Baseball, Deathbringer, Volfied, Medieval Lord, Hydra, 3D Construction Kit, World Championship Soccer* and *The Ball Game*. Blimey!

Will there be room for anything else, you wonder. So do we. Oh, we'll find room for the atlas-like line-up of maps we've got for GameBusters. We can lop off a couple of corners for listings in Inside Info and Back To Basic. We've got the last part of the Mean Compendium to come and A-Z and RF's bit and... Actually, if you don't mind, we'd better start work on it now. Time to say 'Goodbye, *CF*9'.

FOUR STEPS TO C64 HEAVEN...

We've been getting loads of letters and phone calls from irate readers who just can't track down their monthly supply of *Commodore Format*. So here's the *CF* guide to making sure you never miss out on the hottest 64 action each month.

Step 1: If your local newsagent doesn't have a copy of *Commodore Format* (on sale every third Thursday of the month) ask why not. If there are no copies on the shelf they may have more copies in their storeroom and they can order new copies.

Step 2: Check one of the bigger newsagents such as W H Smith or John Menzies. Again, ask if they have more in reserve somewhere.

Step 3: Fill in the form below and hand it to your newsagent (a photocopy or the same information on a piece of paper will do just as well). Remember, every single newsagent in the country – from W H Smith to the corner shop – will be delighted to reserve you a copy each month.

Step 4: If you're still having no luck, call Kate Hodges on 0225 442244 and tell her which mag you're after and where you've tried.

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MY ADDRESS ______________________

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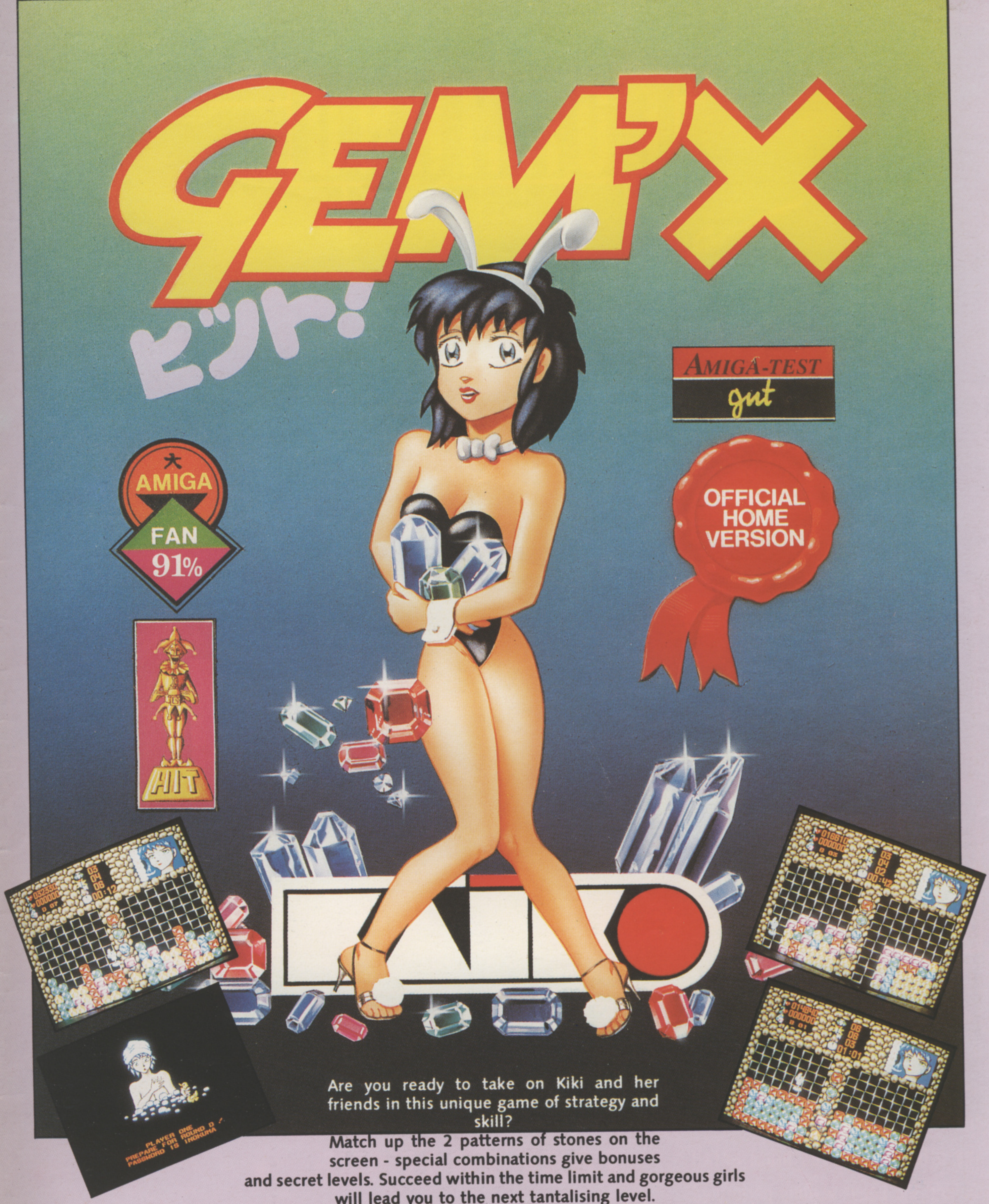
If anybody out there has a feature idea for *Commodore Format*, why not drop us a line at the editorial address. We welcome unsolicited material, but can only return articles when supplied with a self-addressed stamped envelope

'Hey Steve? You know we forgot to tell them something in *CF7*?'
'Yes Andy.'
'Well we've gone and done it again.'
'Oh... rats.'



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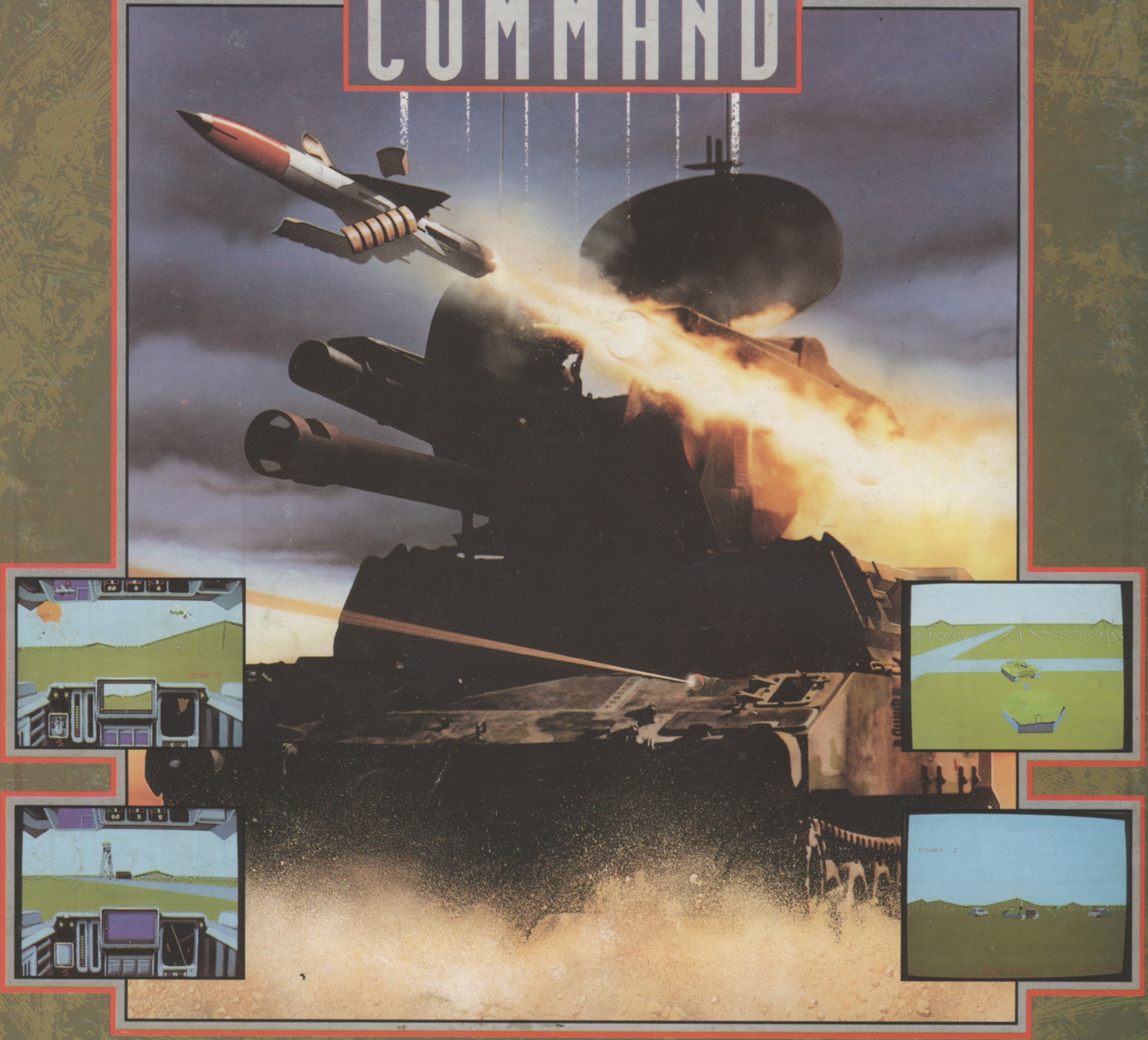
BATTLE COMMAND



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